

Dungeon Module B3.5

Palace of Queen Ehlissa

AN AD&D® ADVENTURE IN THE WORLD OF GREYHAWK®
FOR 6–10 CHARACTERS OF 1ST THROUGH 8TH LEVEL

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PART 1: DEVELOPER'S INTRODUCTION

Never let it be said that I can't squeeze a 32-page module into 50-odd pages... After scouring my module collection for a low-level adventure to use in my son's one-on-one Greyhawk campaign, I elected to give B3 *Palace of the Silver Princess* a shot. Unlike B2 *Keep on the Borderlands*, I hadn't owned B3 "back in the day", only acquiring it later in life, so I'd never run it before.

We all know the controversy surrounding Jean Wells' original orange-cover version, so there's no need to rehash it here. Suffice it to say I downloaded the original version when Wizards of the Coast made it freely available and only later picked up Tom Moldvay's revised green-cover version, so my opinion of the module was formed accordingly. The exploration of a long-abandoned ruin was far more in keeping with the style of adventure I wanted to run than the ham-fisted, fairy tale plot of the revision. Still, some of that Wells quirkiness was too far out there for my taste, and Moldvay did an admirable job of applying more consistent logic to the adventure. Thus, I resigned myself to reconciling the two versions into a single coherent whole.

A further enticement was Scott Casper's "Ahlissa" article in *Oerth Journal* #16. Casper wove the *Silver Princess* back story into the World of Greyhawk setting by replacing Princess Argenta with Queen Ehlissa (of artifact fame). He located the palace in the Hollow Highlands, smack dab in the heart of my long-running Sunndi / Great Kingdom campaign. The additional allure of **Queen Ehlissa's Marvelous Nightingale** sealed the deal for me, and thus I dove full-bore into this adaptation.

This adventure is advertised for a wide spread of character levels (6–10 PCs of 1st through 8th level), and some explanation is in order. Firstly, this is not an introductory module for novice players (as was the Moldvay revision of B3). If such is needed, the DM can be referred to numerous other low-level modules suitable for such purposes. This adventure demands intelligent play by experienced players, regardless of character level.

Secondly, the adventure may be played on two different layers. Low-level parties may simply tackle this as the exploration of an old ruin, stocked with (mostly) level-appropriate monsters. They need have no knowledge of the artifact secreted within. Chances of them blundering into things far beyond their ability do exist, but in nearly every case smart players can opt to flee with minimal losses. No TPKs should result here, except as a result of player foolishness.

Notwithstanding the foregoing, a party of new 1st-level PCs will not fare well here in most cases. Perhaps five players running two characters each, fully expecting to lose half their number, may find the adventure enjoyable. This layer of the adventure is better suited to a balanced party of 2nd- and 3rd-level PCs (perhaps even including a 4th-level thief).

For mid-level PCs (of 4th through 8th level), the second layer involving the **Nightingale** can be explored. The party may be sent by a patron to search out and recover the lost artifact. (In play-testing, Otto of the Circle of Eight filled this role.) Characters of such levels are likely to find the weak monsters inhabiting the ruins mere annoyances, but they should be sorely challenged by the deeper secrets contained within the *Palace of Queen Ehlissa*.

Finally, this adaptation is respectfully dedicated to Jean Wells (1955–2012) and Tom Moldvay (1948–2007)—the true Silver Princess and Silver Warrior—without whose creativity this humble endeavor would not be possible.

PART 2: DUNGEON MASTER'S INFORMATION

LEGEND

The following information is rare, but not entirely inaccessible. Some scholars in Rel Deven have this information, as does the Circle of Eight.

Queen Ehlissa was a good ruler, strengthening militias without appreciably raising taxes. She was so admired by the noniz that those in the Hollow Highlands also accepted her as their queen. In honor of their queen, the noniz constructed a stone palace for her (the first anyone in Ahlissa would enjoy). The palace was located in the Highlands, southwest of modern Hexpools. The crumbling remains of the palace yet stand, though hidden by illusions long ago cast by the noniz.

Ehlissa was also one of the most powerful Flannae mages and was often referred to as Ehlissa the Enchantress. Her greatest claim to fame is her **Marvelous Nightingale**. This artifact, combining powerful magics and unknown technology, was made by Queen Ehlissa, the wizard Xagy (speculated to be either an ancestor of or a time-traveling alias used by Zagig Yragerne), and the then-demigoddess of volcanic activity, Joramy. Amongst the many powers of the **Nightingale** was longevity for its owner, allowing Ehlissa to rule for 500 years. Only the first 75 years of her reign were idyllic, however, for that was when she attracted the attention of the dread archmage, Acererak.

Acererak ruled a horrible kingdom in the Vast Swamp, peopled by animal men of his own creation. Acererak let no corpse go buried or burnt in his kingdom, for each was instead raised as some evil form of undead. These atrocities had long disgusted the sparse Flan tribes of Sunndi and the olve of the Rieuwood, and word of Acererak eventually reached the ear of Queen Ehlissa. With an army of Flannae and noniz, she crossed the Grayflood and gained passage through the Rieuwood—but the archmage had divined her intentions and met her in battle with a force of wights and many lesser horrors in Sunndi.

Acererak boldly confronted the Queen herself, and while their battle was a stalemate, Ehlissa's army was beaten and forced to retreat. Acererak followed her, harrying the queen all the way back through the Rieuwood, but Ehlissa made a stand against him just south of the Grayflood River and this time won. Humiliated, Acererak fled back to the Vast Swamp to lick his wounds.

Ehlissa's mistake had been in leaving her **Nightingale** behind to protect her realm. The enchantments of the artifact were keyed to the Queen's presence, and the longer she was gone, the more malevolent the **Nightingale** became. Upon Ehlissa's return to her palace, the artifact reached out to her mind and affected her.

From then on, she was a reclusive, paranoid leader. Her palace, once open to all, was restricted from all but a slowly diminishing number of courtiers. Her administrators governed as best they could while their queen redoubled the number of wards protecting her.

By the time Ehlissa had reigned for 300 years, Acererak was more interested in attaining lichdom than expanding his kingdom. Ehlissa was seen by so few of her citizens that most people assumed she had died, and her courtiers were perpetrating some hoax. The power of the courtiers was very real, however.

In the end, Ehlissa sought out powerful allies to help defend against Acererak, and in this she made her last bad decision. By magical invitation, she brought a knight riding a young red dragon to Ahlissa. They held meetings in private chambers, and while no record was made as to what was discussed between them, what followed afterward was a falling out between them. Somehow, the Queen who had bested Acererak was caught off guard and slain.

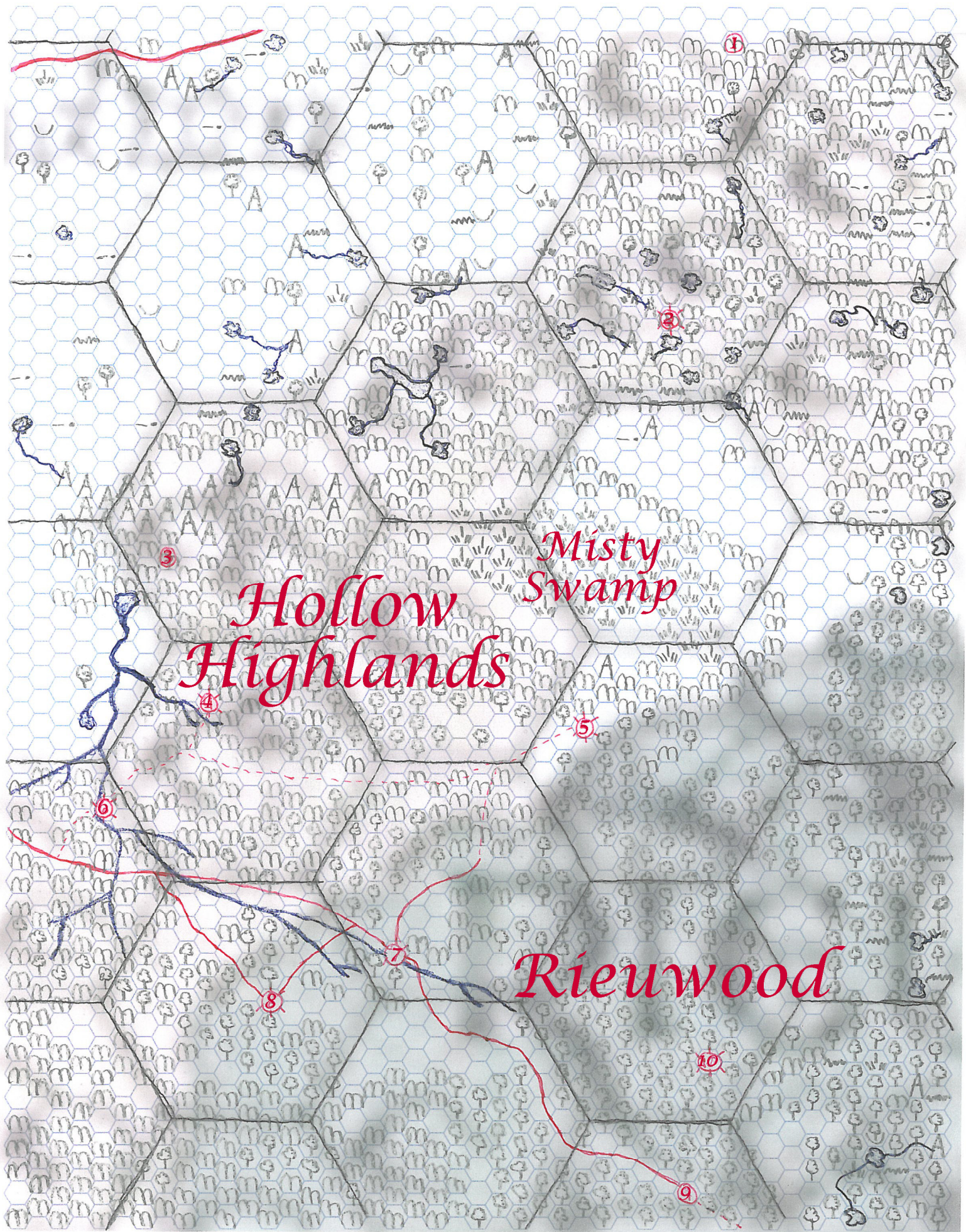
This contingency made the **Nightingale** extremely dangerous, and the knight was in turn slain by its released powers—but the **Nightingale** was still not done. It created a great zone of *antipathy* around the Queen's palace, driving out her guards and courtiers until the palace stood empty. Then the artifact hid itself and protected itself with its magics. It has not been found since.

RUMORS

The legend about the palace and the queen may be modified by the DM if desired and given to the characters in the form of rumors. If rumors are given out, the DM should read the legend several times, noting what the characters should know. Other rumors may be circulated. These can be false or true, and it will be up to the DM to decide what, how, and when these rumors are told. Rumors add color and clues and give the players a base from which to work.

Hereafter are a few rumors that the DM may wish to let players know. Some are false, as denoted by the *F* after the sentence, but can be made true if the DM wishes to incorporate them into the module. Others are both true and false in part and an explanation will appear after the rumor.

1. A fierce young female fighter called Ali has been seen in a few of the neighboring villages. Folk say she carries a sword of ruby and is accompanied by two dwarves and a cleric.
2. The evil Baroness of Gulluvia, Lady Dembius, has offered a reward to anyone who can bring to her the **Marvelous Nightingale**. Lady Dembius claims to be the heir to the treasure as she is the only living descendant of Queen Ehlissa. F & T (False about the reward. True about her claim.)
3. Strange beings have been seen near the woods between Thorold and Mere. These creatures, say survivors, have three heads, three arms, and three legs. So far five people have been killed by the horrible beasts. Farmers complain that their cattle, chickens, and other farm animals keep disappearing, and they blame the disappearances on these creatures.
4. The Misty Swamp changes magic-user spells in strange and unpredictable ways.
5. A rich treasure is hidden in the Palace of Queen Ehlissa.
6. Queen Ehlissa is still alive and living with a band of elves that rescued her from the warrior in silver and blue armor. It is said that she is still as fair as she was nearly 1500 years ago. F
7. A great cleric called Catharandamus is roaming the countryside aiding the sick and defending the just. It is said that he cares not for riches, but only for spiritual gain. T & F (True as there is such a cleric by that name. False as he does care for wealth.)
8. Half of the palace was destroyed by one of Ehlissa's magic-users when he accidentally mixed the wrong magical components together.



Solid red line = track
Broken red line = trail

Small hexes = 3 miles
Large hexes = 30 miles

LANDS AND VILLAGES

The information given hereafter describes the surrounding lands near the Palace of Queen Ehlissa in the Hollow Highlands. A brief outline of each village is given, including its size and what the life is like there. There is one barony, and this seat of rulership controls most of the area. Further information about the surrounding land may be added by the DM where and when desired.

The DM should note that this is a warm temperate region. Daytime temperatures average in the mid-80s F, dropping only to the mid-70s at night. Refer to *Wilderness Survival Guide* for the effects of these temperatures on armor-clad adventurers.

Hollow Highlands

This chain is called the Hollow Highlands due to the mining and burrowing that has taken place here for so long. Dwur, noniz, and hobniz dwell amidst these hills. Although they are not particularly rich in minerals or gems any longer, their beauty and fertility keep this demi-human population high.

Rieuwood

This forest is patrolled by the forces of Sunndi and made dangerous to enemies by olve and rangers. Despite this, raiders and even humanoid marauders are sometimes found therein.

Misty Swamp

No one knows exactly what lies behind the veil of ever-present mist that hovers over the swamp. Some old timers say that dwur live in the swamp and brew their ale from the swamp water. Others whisper tales of an evil wizard living there in a massive tower of shiny black stone. Sometimes, in the dead of winter, fierce thunderstorms can be heard near the swamp, but no one ever sees any lightning.

The only thing people who live near the swamp will agree on is that most magic-users had best stay clear of it or they will find that their spells will not function properly. One young magic-user tried to catch a rabbit with a *web* spell near the swamp one day and ended up with dozens of rabbits, all neatly webbed, scattered about her feet. She didn't really mind having the extra rabbits, but the fact that she couldn't control her magic scared her (as it does many other spell casters). She was one of the fortunate ones; others have not been so lucky.

Once a band of daring adventurers ignored warnings not to venture into the swamp. Months later only the cleric returned. He told tales of their battle against creatures made of colored mist and others that had no visible form at all. He said they constantly fought strange-looking creatures with three heads, three arms, and three legs. He told of how their brave elf attempted to cast a *magic missile* spell at a beast who was attacking one of the fighters. Suddenly, however, the elf changed into a rhinoceros and wandered away into the swamp. Before any more information could be obtained from the cleric, he died. No wounds could be found, and the folks who found him swear he must have been scared to death.

The DM can choose how any given spell cast in the swamp will be changed. The effects should be unexpected by the players, but instant-death results should not be used. Suggested effects are:

1. Spell backfires on the caster or the party.
2. Spell fails; nothing happens.
3. Caster throws a different spell of the same level.
4. Spell effect is tripled.
5. Caster or a member of the party glows for 24 hours.
6. Caster or a member of the party changed into a creature with hit dice equal to the character's level; lasts 24 hours.

Only arcane magic (i.e., magic-user and illusionist spells) is altered. Effects like **5** and **6** can be removed (once the party have left the swamp) by using a *dispel magic* spell versus 5th-level magic.

1. Calling Mines

Guarded by 400 Hexpools army men, this silver mine brings vital money into that city. The miners here are mostly slaves, with a small handful of captured Sunnd dwur and noniz among them. The mines take their name from the eerie, faint voices that whisper to the miners in the deeper and richer mine shafts. Perhaps a quarter of those who work here come to hear them; most do not, and there does not seem to be any obvious reason why only some hear these voices. Everyone who does hears something different. Some hear the calling of a dread ghost or malign spirit. Others hear svirfnebli calling that they will come to rescue them. Some hear the seductive voices of succubi and recoil in terror.

The mines claim many lives through accident and the occasional monster, but they claim as many minds as they do bodies, for many become insane here. No one knows the true nature of the creatures doing the calling or, indeed, whether there truly are any. All manner of wild rumors concern these beings, and tales of the magic and/or treasure that may lie below the mine shafts circulate in the lands around.

2. Village of Nonzfyr

Hill Dwur (200), Noniz (200), Humans (200), Stouts (100)

This oddly integrated settlement is allied with Sunndi. Officially, Nonzfyr is a working village of dwur, noniz, and hillmen. Unofficially, it is also the private demesne of the mischievous old noniz Master Thandarthos, High Priest of Baravar Cloakshadow and Thieves' Guildmaster of the Hollow Highlands.

The disparate races are represented at the several places of worship in Nonzfyr. The fane of Baravar Cloakshadow dominates noniz life here, while most humans and hobniz attend the chapel of Obad-hai. Also present are large chantries of Jascar and Moradin and smaller shrines to the lesser dwur deities Dumathoin, Vergadain, and Muamman Duathal. The village lacks a proper inn, but both the Bear & Barrel and The Nightingale taverns offer sleeping space for weary patrons after last call.

One particularly unusual resident of Nonzfyr is a youthful female centaur named Lylia. Although she spends much of her time grazing in the hills, Lylia attends services at the chapel of Obad-hai every Godsdays. She also earns a bit of money as the village healer (the locals having grown accustomed to the wild, bare-breasted centaur in their midst). Lylia knows the way to the palace of Queen Ehliisa, and she will guide adventurers (save obvious ne'er-do-wells) in exchange for food (no small order), water, 4 gp, and four "pretty stones". In addition to the Centaur language, Lylia speaks a smattering of Common and Olven.

3. Palace of Queen Ehliisa

(See THE PALACE RUINS.)

4. Village of Thorold

Humans (800), Stouts (100), few others

This lovely little village prides itself on the fact that it raises the best thoroughbred horses in all of Ahlissa for the Barony of Gulluvia. (Any horse purchased in Thorold will have at least two-thirds its maximum hit points, though the availability of warhorses is limited to but three or four at a time.) Thorold, though it appears peaceful and lawful, is just as evil as Gulluvia. The mayor of Thorold is a distant cousin of Dembius and follows her laws and orders to the letter.

The village is rather large and has three taverns: Buldar's Grate and Stinkin' Olaf's, both low-quality dwur establishments, and the Dragon & Drake, which rents sleeping space in its common room after midnight. The village also has an armorer, a blacksmith, and a general store. The lone chapel of Geshtai is the center of the community's faith.

5. Village of Mere

Stouts (300), Hill Dwur (100), High Olve (100), Humans (100)

This tiny village is primarily inhabited by stout halflings, though human folk, olve, and dwur live here too. This village is also under the protection of Gulluvia, but because it is located so near the Misty Swamp, Dembius has little to do with it except at tax time, which is every three months. Escaped slaves and prisoners come here to equip themselves before journeying north through the swamp or east through the Rieuwood. Mereians say nothing about the slaves or prisoners, fearing that Dembius would send guards to their village to catch them (and they want as little to do with Gulluvia as possible).

This village has two taverns (Friend's Place and Wizard & Wand), one general store, and an inn (the Crowing Cock). Most humans attend the chantry of Berei. Some demi-humans do as well, while others worship at the smaller shrines of Corellon Larethian, Cyrrollalee, or Arvoreen (the latter tended by a hybsil witch doctor).

6. Village of N'Sau

Humans (600), some demi-humans

This small village is still untouched by the cruel hand of Dembius. The village is so small that there is no tavern or inn here. A small trading post doubles as a meeting hall when needed, and the Chariot & Enchantress alehouse has two small rooms available for infrequent travelers. The main crop grown here is wheat.

The village contains shrines to Celestian, Jascar, and Hanali Celanil. N'Sau was established centuries ago by a good-aligned drow exile named Relia, the still-active priestess of Hanali. A long-unused (?) passage to UnderOerth lies in the hills outside N'Sau.

7. Village of Gulluvia

Humans (800), Stouts (100), few others

This is a ruthless place filled with terror. The ruler of this chaotic nightmare is Lady Dembius. She rules this barony with a firm and unforgiving hand. To gain supreme rulership of the tiny barony, she killed her husband. Though Gulluvia is nominally an Ahlissan fiefdom, the herzog mostly leaves Dembius to her own affairs.

A prime example of the type of laws her ladyship favors is one forbidding males (except those in her service) from being on the streets after sunset unless accompanied by a female who is age 15 or older. This law meets little resistance as everyone fears her baronial guards. Though Dembius' warriors are primarily male, her commanders are all females: tough, evil women who instill fear by a mere gaze and who fear little, save Dembius and the elite male fighters who serve as her personal bodyguards and paramours.

The village includes a chapel of Obad-hai, shrines to Bralm and Jascar, and two taverns: the White Warhorse Tavern (run by the dwur cleric of Jascar) and The Wizard. (See also **THE TINKER AND HIS DAUGHTER**.)

8. Village of Dead Mule

Humans (900), some demi-humans

This little shire was once a peaceful place, named by the group of miners who settled here after their pack mule died. The nominally independent shire is now occupied by 50 Ahlissan soldiers, and no one in the shire seems to know why. All they know is that soldiers camp outside the shire and occasionally terrorize the surrounding countryside.

The village includes a chapel of Jascar, whose chief cleric, Vinnus, serves as the de facto mayor. Three taverns serve the community (though The Camel, the least run-down of the three, is owned by an Ahlissan sympathizer who caters to the occupying soldiery). The village's sole inn, the Mouse & Elephant, has accommodations available for traveling adventurers.

9. Hamlet of Velders

Humans (300), few others

This canton is under the protection of Gulluvia, though this does Velders little good. The Gulluvian guards fear the Rieuwood and do not like to travel through it to reach Velders except in large groups. Euroz, celbit, and other vile creatures make periodic raids on the small farms on the outskirts of the canton.

There is a trading post in the center of town. The Flan druid Ffrancon tends a small chapel of Obad-hai and serves as the hamlet's spiritual and temporal leader. Velders is too small to support an inn or a tavern, but the Thirsty Traveler alehouse usually has a room or two available for rent.

10. Village of Intasinudur

Gray Olve (400), Humans (200)

The gray olven sorceress Lady Eyanata Esparithen nominally rules the olve of the Rieuwood from this settlement. The olvenfolk are subject to Count Hazendel of Sunndi, and they defend the forest from Ahlissan soldiery and humanoid raiders alike. A good number of humans reside here as well, and trade is conducted with other Sunndian villages. Intasinudur is also reputed to be home to a society of olven magic-users and sages.

Olven religion here is dominated by a circular, open-air fane of Sehanine the Moonbow. A smaller shrine to Corellon Larethian is also attended by the olvenfolk. The human inhabitants of Intasinudur worship at a shrine to Obad-hai and at The Crow's Nest, a tavern that doubles as a shrine to Norebo. The Lusty Lass Tavern offers more typical fare (sans the ritual gambling), and the Cowled Man inn, run by an olven brother and sister, has accommodations available for travelers.

THE TINKER AND HIS DAUGHTER

A small tinker's shop located in Gulluvia is run by an old man and his daughter. The tinker is a jovial fellow called Lamdomon, who, though aged, still retains his youthful thick white hair and clear, steel blue eyes. His daughter, a shy girl, rather plain but not unattractive, keeps house and runs most of his errands. She is called Zappora. Her fiery red hair falls just to her waist, and her green eyes, says Lamdomon, shame even the brightest forest.

Zappora is very superstitious and will never do anything that might bring bad luck or invite evil spirits. She always carries a pair of dice, a package of salt, a bud of garlic, and a small eye agate (a stone found in the Hollow Highlands that is supposed to ward off evil spirits). Both travel to the villages around Gulluvia (except for Velders) once a month to pick up pots and pans to repair and to exchange gossip with the housewives.

When Lamdomon and Zappora travel, they do so in a wagon designed and built by him. This wagon has a 15' square base supported by four sturdy spoked wheels. The front wheels are much smaller than the rear ones to provide easier turning ability.

The top of the wagon is dome shaped and covered in thick hides. A small opening in the top allows the smoke from the fire bowl to escape. In the rain, in cold weather, or when moving, this opening is usually closed.

Entrance into the wagon is from the rear by way of a set of folding steps. These steps can be folded and tucked away under the wagon in order to save space and not hinder the movement of the wagon when not in use. The dome shape of the wagon allows complete freedom of movement without having to stoop, except near the very edge of the wagon where the top connects with the wagon base.

The entire structure is about three feet off the ground, is pulled by a team of oxen, and is capable of floating across rivers and lakes. Just before the tinker enters a village, bells are hung on the oxen and the wheels of the wagon to signal his arrival. The tinker and his daughter not only supply the villagers with needed repairs, but are a source of news from other villages.

Lamdomon's home is his shop and work area. The front room is filled with all sorts of curiosities: old clocks, broken vases, several old sword blades with strange runes carved into them, a blue orb, a couple of red dragon teeth, many brooches and rings, worn kettles and pots, and a couple of old benches that seem likely to fall apart if sat on. When asked why he keeps these items, he replies, "Once they were important to many people, now they are only important to me." The other room on this floor is the small kitchen where Zappora makes herbal medicines to sell to village housewives. This room is neat and orderly.

Two bedrooms are located upstairs. Lamdomon's room is filled with normal bedroom furnishings, as well as a suit of silver armor covered by a blanket and a strange set of riding equipment that appears too large for a horse. Zappora's room is also filled with normal bedroom furnishings, and a few herbs hang from the ceiling drying. Under her pillow she keeps a dagger. The dagger is supposed to keep away evil spirits that cause nightmares.

The tinker and his daughter are not as they seem:

"Lamdomon", githyanki fighter/MU (AC 1 [**splint +3**]; MV 12"; Ftr/MU 7/8; hp 39; #AT 3/2; Dmg d10+5 [**special silver sword**]; SA vorpal sword; Int Exc, AL LE; SZ M; THAC0 9; ML 85%; Psi 200/200; Att/Def All/F-I; XPV 2,468; MU spells: *burning hands, magic missile, read magic, shield, invisibility, mirror image, ray of enfeeblement, clairaudience, dispel magic, monster summoning I, fumble, polymorph other*; see *FIEND FOLIO*TM).

"Lamdomon" is actually a githyanki who uses psionic *shape alteration* to appear human. He is tasked with the recovery of the **silver sword** that was lost in this area over a millennium ago. He has entered the palace ruins, but was hindered by his lawful alignment and was unable to locate it. (His challenge is compounded by the fact that the **silver sword** currently rests in a pocket dimension accessible only from **area 15**.) Thus foiled, he assumed the persona of Lamdomon the tinker several years ago and has waited for a party of adventurers to successfully retrieve the **silver sword** from the palace. Should he learn of a group bearing an unusual two-handed sword, he will abandon his charade and demand its immediate surrender, else he bring his considerable powers to bear against them.

Palace of Queen Ehlissa

Lamdomon's spell books contain the following spells:

- 1st level: *burning hands*, *erase*, *friends*, *magic missile*, *read magic*, *shield*, *write*,
2nd level: *invisibility*, *knock*, *levitate*, *mirror image*, *ray of enfeeblement*,
3rd level: *blink*, *clairaudience*, *dispel magic*, *flame arrow*, *hold person*, *monster summoning I*, *protection from evil 10' radius*, *protection from normal missiles*,
4th level: *charm monster*, *dimension door*, *fire shield*, *fumble*, *monster summoning II*, *polymorph other*, *remove curse*,
5th level: *passwall*,
6th level: *glassee*.

Zappora, human (?) female (AC -1; MV 12"; MU 4; hp 36; #AT 1; Dmg d4 [dagger]; Int Exc; AL CN; SZ M; THACO 12; ML 90%; XPV 2,332; MU spells: *hold portal*, *identify*, *locate object*, *pyrotechnics*).

Zappora, small, young adult red dragon (AC -1; MV 9"/24" [MC: E]; HD 9; hp 36; #AT 3; Dmg d8/d8/2d12; SA breath weapon, spell use; Int Exc; AL CN; SZ L; THACO 12; ML 90%; XPV 2,332; MU spells: *hold portal*, *identify*, *locate object*, *pyrotechnics*).

Zappora is a small, young adult red dragon. She was Lamdomon's steed, which he *polymorphed* into human form as part of his disguise. The dragon eventually assumed the mentality of her new form and presently believes herself to be Lamdomon's daughter, though indistinct memories of her past life still afflict her dreams.

Zappora has no conscious knowledge of Lamdomon as a githyanki or of his mission. She retains her spell ability and considers herself a conjurer of middling talent. She is content with her simple life, helping her "father" with his work and serving as the village apothecary.

Lamdomon will cast *dispel magic* to return Zappora to dragon form if necessary. However, after spending so many years as a simple peasant, her evil impulses have subsided. There is a 50% chance that the dragon will turn on the githyanki (perhaps greater if she has been befriended by the PCs); otherwise, she will simply fly away into the hills to be left alone.

THE PALACE RUINS

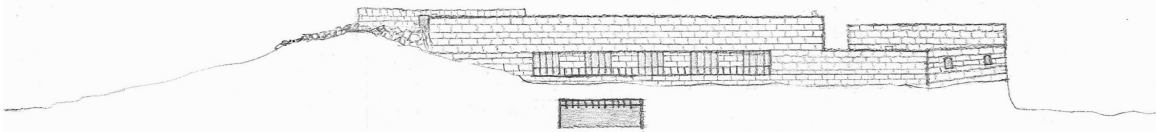
The palace site is covered by a powerful variant of the *hallucinatory terrain* spell. Viewed from 75' or higher elevation by an airborne searcher, no sign of construction is visible. Similarly, the palace cannot be sighted at ground level until the viewer is within one mile. Approximately a half mile from the palace, one can see that part of its east side has been destroyed. Stone blocks and rubble cover the hillside.

The dungeon is constructed of marble. Exterior walls are *smooth* and *slightly slippery*; interior walls are *smooth* and *non-slippery*. Doors are generally of iron-bound oak. Except where otherwise noted, passageways are 10' high on the **LOWER LEVEL** and 8' high on the **UPPER LEVEL**. Torch sconces are mounted every 10' along all the passageways on alternating sides; none have torches.

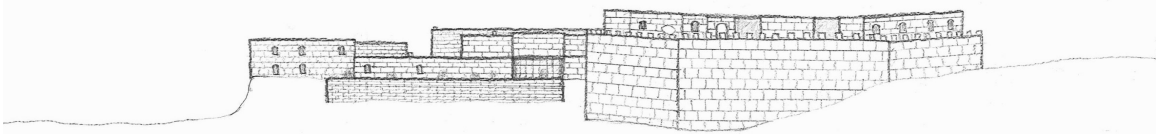
Red dashed lines on the map represent the limits of a powerful *antipathy* effect generated by **Queen Ehlissa's Marvelous Nightingale**. Those of Lawful Neutral alignment must save vs. spell to enter the area; even if saves are successful, they will feel uncomfortable here, each suffering a -1 DEX penalty per round (to -4 maximum) due to persistent tics and twitches. Characters of other Lawful alignments will feel something is not quite right (akin to what an obsessive-compulsive feels when trying to restrain himself from tidying a disorderly room), but will suffer no adverse effects. This zone of *antipathy* extends in three dimensions to a height of 225' and a depth of 175' below ground. If the **Nightingale** is claimed by a new owner, the *antipathy* effect ends immediately.

The **blue circle** on the map shows the radius of the **Nightingale's non-detection** aura. No divination spells will function within 30' of the **Nightingale** (save for its own *detect evil/good* power, of course). The **Nightingale** and its immediate environs are undetectable by any means: scrying, *clairvoyance*, *legend lore*, even *commune* spells—the gods themselves cannot discern the artifact's exact location (though it may be discovered precisely for this "blind spot" it creates, not unlike a black hole). This area is also impenetrable by magical transportation (e.g., *teleport*, *dimension door*, *passwall*). Psionic disciplines that duplicate any of the above effects are likewise barred. (See **PART 8: MAGIC ITEMS** for full details of the **Nightingale's** powers.)

Palace of Queen Ehlissa
(north view)

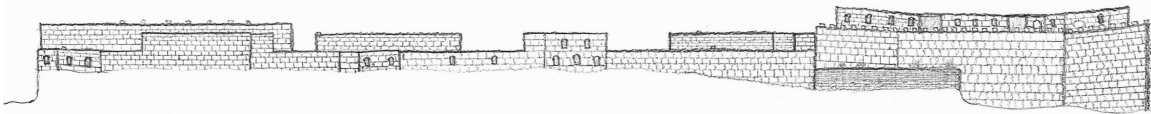


Palace of Queen Ehlissa
(south view)



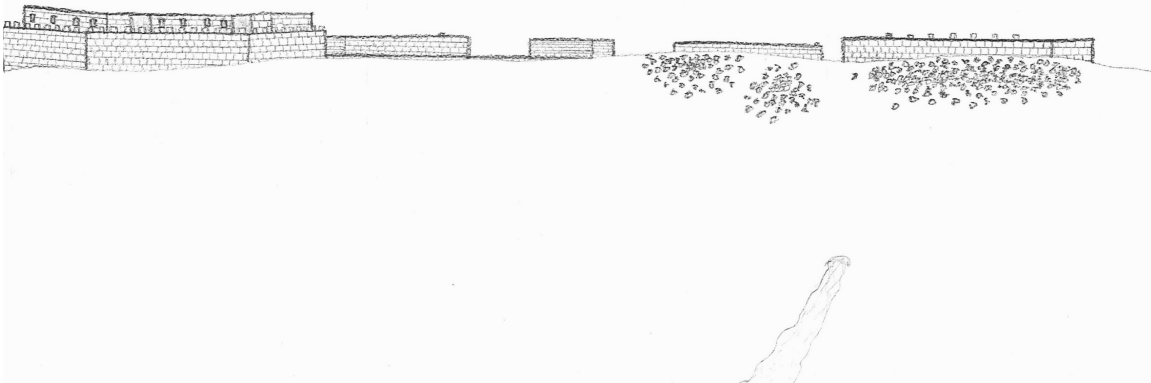
Palace of Queen Ehlissa

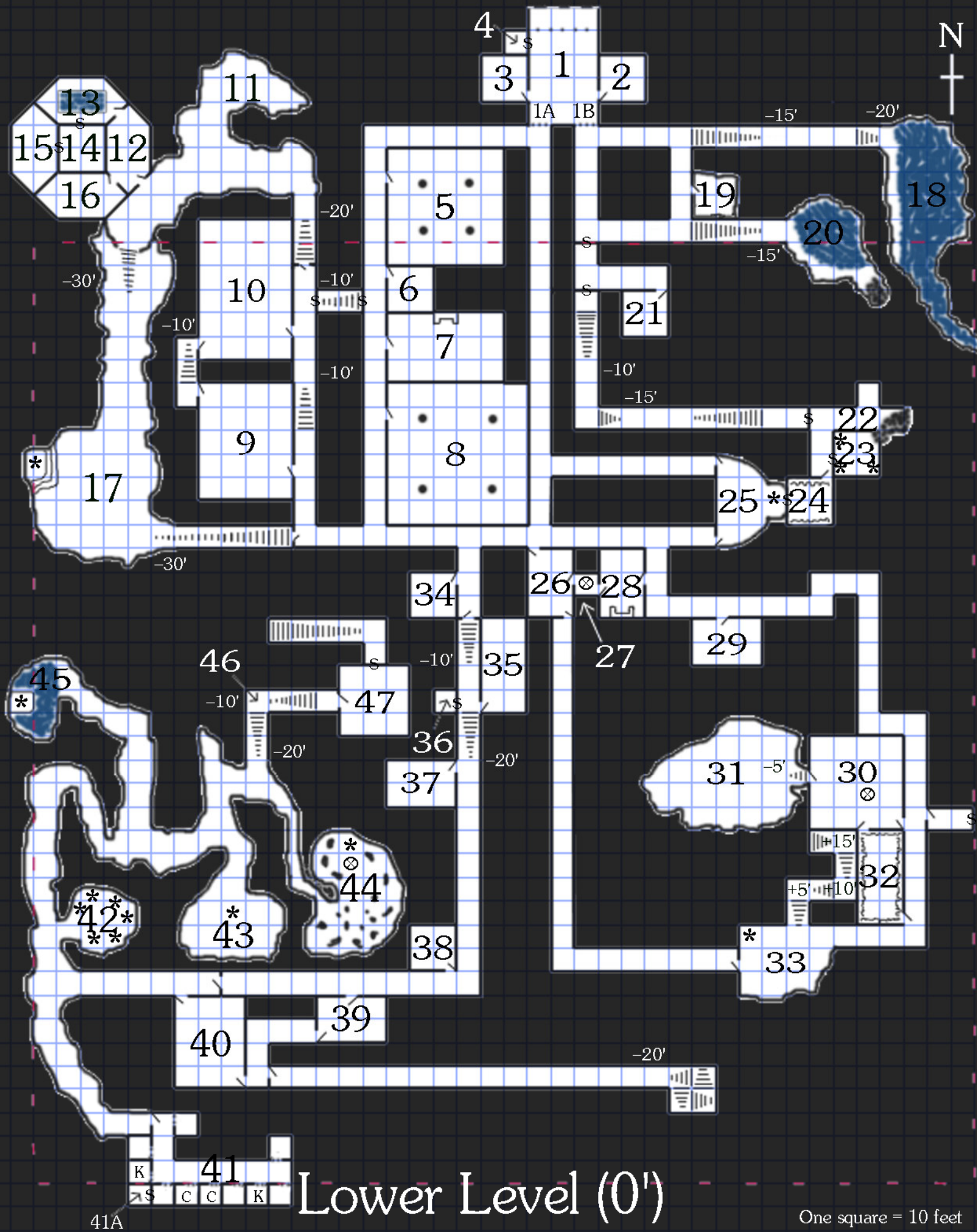
(west view)



Palace of Queen Ehlissa

(east view)





PART 3: LOWER LEVEL

The average air temperature on the **LOWER LEVEL** is 65°F, except in **areas 16, 20, 31, and 45**.

WANDERING MONSTERS

Every even-numbered turn (2, 4, 6), the DM should make a check for a wandering monster. A roll of 1 on d6 indicates an encounter if the party are exploring; if they are holed up in an empty room for an extended period, roll d12 instead. The monster will be 20–120 (2d6×10) feet away when encountered.

Use the table given here to determine the type of monster encountered. The “Max.” column represents the maximum number of a given creature that may be encountered here. For example, once the party have encountered 16 bandits, any subsequent 1 result should be treated as no encounter.

d16 (d8, d6)	Monster	No.	Max.
1	Bandits	d8	16
2–3	Cave Bear	1	1
4–5	Clerics	d8	8
6	Gelatinous Cube	1	1
7	Goblins	2d4	8
8	Hobgoblins	d6	6
9–10	Kobolds	4d4	16
11–12	Orcs	2d4	8
13–14	Skeletons	3d4	12
15	Soldiers	d6	6
16	Thieves	2	2

Bandits

- #1 (AC 8/7 [leather, sm. wooden shield]; MV 12"; hp 5; #AT 1; Dmg d6 [spear]; Int Very; AL N; SZ M; THAC0 20₂; ML 50%; XPV 10);
- #2 (AC 8 [leather]; hp 5; #AT 1; Dmg d4 [lt. crossbow, 18 bolts]; XPV 12);
- #3 (AC 8/7 [leather, sm. wooden shield]; hp 2; #AT 1; Dmg 2d4 [broadsword]; XPV 7);
- #4–5 (AC 8/7 [leather, sm. wooden shield]; hp 2, 3; #AT 1; Dmg d6 [short sword]; XPV 7, 8);
- #6 (AC 8/7 [leather, sm. wooden shield]; hp 3; #AT 1; Dmg d8 [long sword]; XPV 8);
- #7 (AC 8 [leather]; hp 3; #AT 1; Dmg 2d4 [guisarme]; XPV 8);
- #8 (AC 8 [leather]; hp 1; #AT 2; Dmg d6 [short bow, 10 arrows]; XPV 8);
- #9 (AC 5/4 [chain, sm. wooden shield]; MV 9"; hp 3; #AT 1; Dmg d6 [short sword]; XPV 8);
- #10 (AC 5/4 [chain, sm. wooden shield]; MV 9"; hp 3; #AT 1; Dmg 2d4 [broadsword]; XPV 8);
- #11–12 (AC 8 [leather]; hp 3, 1; #AT 1; Dmg d4 [lt. crossbow, 19 bolts each]; XPV 10, 8);
- #13–14 (AC 8/7 [leather, sm. wooden shield]; hp 3, 4; #AT 1; Dmg d8 [long sword]; XPV 8, 9);
- #15 (AC 8/7 [leather, sm. wooden shield]; hp 3; #AT 1; Dmg d6 [short sword]; XPV 8);
- #16 (AC 8 [leather]; hp 4; #AT 1; Dmg d6 [fauchard]; XPV 9).

Each bandit carries one torch and an average of 5 gp. As part of their joining the local bandit gang, these thieves must steal something valuable from the ruins. The bandits will be unhappy with adventurers invading their testing ground and may take action if the party are not too strong.

Cave Bear (AC 6; MV 12"; HD 6+6; hp 21; #AT 3; Dmg d8/d8/d12; SA hug [2d8]; SD fight for d4 rounds after reaching 0 to –8 hp; Int Semi; AL N; SZ L [12']; THAC0 13; ML 81%; XPV 643).

This is the mother of the bear cub at **area 11**.

Clerics

(See **area 61** for clerics #1–7; any killed there will not be encountered here. Cleric #8 is Catharandamus himself; see **area 60**.)

Gelatinous Cube (AC 8; MV 6"; HD 4; hp 19; #AT 1; Dmg 2d4; SA paralyzation, surprise 3 in 6; SD cold *slows*, immune to electricity, fear, *hold*, paralyzation, polymorph, & *sleep*; Int Non; AL N; SZ L; THAC0 15; ML —; XPV 226).

The gelatinous cube roams the hallways and keeps the lower level fairly clean. Its body contains 13 cp, 10 sp, 6 ep, 4 gp, 4 pp, and a large rhodochrosite worth 55 gp.

Goblins

(See **area 52**; any killed there will not be encountered here.)

Hobgoblins

(See **area 67**; any killed there will not be encountered here.)

Kobolds

#1–2 (AC 8/7 [leather, sm. wooden shield]; MV 6"; HD ½; hp 1, 1; #AT 1; Dmg d6 [short spear] or d6 [shoddy short sword]; Int Low; AL LE; SZ S; THAC0 20₂; ML 50%; XPV 8 each);

#3–4 (hp 1, 1; Dmg d6 [shoddy short sword]; XPV 6 each);

#5–9 (hp 1, 1, 1, 1, 2; Dmg d6 [hand axe]; XPV 6 [×4], 7);

#10–11 (hp 2, 3; Dmg 2d4 [spiked wooden club]; XPV 7, 8);

#12–13 (hp 3, 3; Dmg d6 [2 javelins each]; XPV 10 each);

#14–16 (hp 3, 3, 3; Dmg d6 [short spear]; XPV 8 each).

Each celbit carries an average of 13 cp. These are the hunter/gatherers of the group at **area 5**. They do not get along well with the goblinoids or the euroz.

Orcs

#1 (AC 7/6 [ring mail, buckler]; MV 9"; HD 1; hp 7; #AT 1; Dmg d6 [short spear] or d8 [shoddy long sword]; Int Avg; AL NE; SZ M; THAC0 19; ML 50%; XPV 21);

#2–4 (hp 5, 3, 3; #AT 1; Dmg d6 [hand axe] or d6 [spear]; XPV 19, 17 [×2]);

#5 (hp 2; #AT 1; Dmg d6 [hand axe] or d8 [military fork]; XPV 16);

#6–7 (hp 5; #AT 2 or 1; Dmg d6 [short bow, 4 arrows each] or d6 [hand axe]; XPV 19 each);

#8 (hp 5; #AT 1; Dmg d6 [hand axe]; XPV 15).

These euroz of the Death Moon tribe have a lair near the palace. They go into the ruins occasionally to steal what they can. They do not get along well with the jebli or the celbits, and they certainly do not mind taking a few human heads when they get the chance. Each euroz carries an average of 8 ep. Their bucklers all bear the crudely painted device of a red crescent moon with a skull between the horns.

Skeletons (AC 7; MV 12"; HD 1; hp 6, 6, 6, 4, 4, 4, 4, 1, 1, 2, 7, 7; #AT 1; Dmg d6 [shoddy short sword]; SD sharp weapons score half damage only, immune to *sleep*, *charm*, *hold*, & cold; Int Non; AL N; SZ M; THAC0 19; ML —; XPV 20 [×3], 18 [×4], 15 [×2], 16, 21 [×2]).

The skeletons attack any living creature they encounter. The clerics generally turn them.

Soldiers (AC 5/4 [chain, buckler]; MV 9"; Ftr 1; hp 8, 6, 6, 6, 6, 6; #AT 2 or 1; Dmg 2[d6+2]/d6+1/d6/d6 [longbow, 6 arrows each, spec., PB/S/M/L] or d6 [short sword]; Int Very; AL LE; SZ M; THAC0 18/19/20₃/20₆ or 20; ML 50%; XPV 89, 85 [×5]).

This is an Ahlissan scouting party. Their bucklers display the boar's head device of South Province. The men carry a modest assortment of adventuring gear (backpacks, torches, rations, water skins, etc.).

They are investigating the ruins at the Herzog's behest, tracking a young woman named Vinna, whom his son was promised in marriage. Another party was lost here a few days ago (see **areas 10 & 74**). They may tentatively side with fellow humans in a conflict with humanoids; otherwise, reactions should be rolled as usual.

Thieves

Candella, Oerid-Suel footpad (AC 5 [leather]; MV 12"; Thf 2; hp 8; #AT 1+1; Dmg d6 [short sword] + d4 [dagger, type A insinuate poison {80% chance of seeing poison, save at +6 or lose 15 hp in d4+1 rounds}]; SA pick pockets 40%, back stab ×2, poison; SD move silently 26%, hide in shadows 20%, climb walls 86%; AL N; SZ M [5'1", 110#]; THAC0 20₂/20₄; ML 57%; XPV 144; S 12, I 15, W 13, D 17, C 15, Ch 14, Cm 14; youthful, friendly, liar).

Her gear includes 50' of rope, backpack, 1 week standard rations, wineskin, 4 small sacks, small silver mirror, small belt pouch, thieves' tools, 7 gp, 4 sp, & 11 cp. She also wears a strand of pearls worth 600 gp (20 cns. encumbrance). Candella is the daughter of a Sea Barons privateer, raised by her uncle in Roland after her father was lost at sea. She left home last year to seek a life of adventure;

"Duchess" Vinna, Oeridian footpad (AC 6 [leather]; MV 12"; Thf 2; hp 11; #AT 1; Dmg d6 [short sword] or d4 [dagger, type A insinuate poison {80% chance of seeing poison, save at +6 or lose 15 hp in d4+1 rounds}]; SA pick pockets 35%, back stab ×2, poison; SD move silently 21%, hide in shadows 15%, climb walls 86%; AL N; SZ M [5'6", 135#]; THAC0 20₂; ML 59%; XPV 138; S 11, I 12, W 15, D 16, C 18, Ch 15, Cm 15; youthful, friendly, likes wine).

Her gear includes a hooded lantern, backpack, 1 week standard rations, wineskin, 2 flasks of oil, sprig of wolfsbane, small belt pouch, thieves' tools, tinder box, 8 gp, 3 sp, & 10 cp. Born into landless Ahlissan nobility, Vinna was betrothed to the son and heir of Herzog Chelorr II, a man she loathed. She fled the arranged marriage in Zelradton, hiding in Hexpools for a time. There she met Candella, and the two became fast friends. Candella gave her the ironic nickname "Duchess", which Vinna uses to avoid revealing her true identity.

Both women have above-average appearance and will use it to their benefit. They will pretend to be young, inexperienced fighters in search of adventure, fame, and fortune—but mostly fortune. Candella is the spokeswoman of the two.

These two thieves will be friendly towards the party, not acting hostile if they win initiative. They will politely ask to join the party, saying that they are not quite as tough or prepared for adventuring as they had originally thought themselves to be. Duchess will stress her desire to accompany them, saying she fears that she and her companion have made a grave error in attempting to venture into the palace ruins by themselves, especially after seeing the strange three-headed monster from which they have managed to flee so far.

KEY TO LOWER LEVEL

1. GATEYARD

This area is surrounded by 18' walls of marble. The 10'-high portcullis that usually blocks the entryway of the 30'-wide corridor is raised, leaving 8' of clearance beneath it. A breeze gently blows from the palace corridor, and it carries with it the dust of decayed stone and the smell of decaying bodies. Due to the width of the corridor and the natural lighting (be it sunlight or moonlight), vision is clear to the end of the corridor, at which point two openings can be seen, both leading south and also blocked by bars.

A small, almost invisible wire is stretched across the 30'-wide entrance, 3" above the ground. If the wire is broken, a dart shoots out of a concealed niche in the west wall at the lead PC (Dmg d3; THAC0 20). If it misses, or if triggered from a distance, the dart shoots across the entryway and lodges in the east wall.

1A: Two passageways can be seen here behind a 10'-high portcullis. The first one leads south, while the second extends west. Beyond 15' down either passage, vision is impaired, and nothing but blackness can be seen (unless the party produces a light source).

Four strange characters (the Ancient Flan letters "A&B", along with an arrow pointing upward) are marked on the portcullis. The portcullis can be raised by the levers in **areas 2 & 3**, or with a *bend bars / lift gates* roll. In either case, both southern portcullises rise together, while the northern one drops shut; the large and small portcullises are interlocked such that they cannot be in the same position simultaneously.

↑ | ↓ ↑

1B: There are two passageways here, blocked by a 10'-high portcullis. Four strange characters (the Ancient Flan letters "A&B", along with an arrow pointing upward) are marked on the portcullis. The portcullis can be raised by the levers in **areas 2 & 3**, or with a *bend bars / lift gates* roll. In either case, both southern portcullises rise together, while the northern one drops shut; the large and small portcullises are interlocked such that they cannot be in the same position simultaneously.




One of the passages leads south, the other east. Beyond 15' down either passage, vision is impaired, and nothing but blackness can be seen (unless the party produce a light source). The south passageway seems to be drier than the east one. The eastern passageway has a hint of moisture in the air, and dampness can be felt on the wall just inside the portcullis.

2. LEVER "B" ROOM

2 skeletons (AC 7; MV 12"; HD 1; hp 5, 5; #AT 1; Dmg d6 [shoddy short sword]; SD sharp weapons score half damage only, immune to *sleep*, *charm*, *hold*, & cold; Int Non; AL N; SZ M; THAC0 19; ML —; XPV 19 each).

A PC listening at this door may detect a rattling sound within (the skeletons' dry bones). The skeletons will attack any living creature opening the door. On the south wall of the room is a lever.

The lever has two positions: up or down. The down position is unmarked. The up position is marked with a strange sigil:  (the Ancient Flan letter *B*). The lever is pushed down.


The lever is trapped with a poisoned needle. A hidden button near the base of the lever will make the trap harmless. Any individual moving the lever is pricked by the poisoned needle. The character must save vs. poison or die in 1 round.

If both this lever and lever "A" in **area 3** are raised to the up position, both of the inner portcullises will rise at the same time with a grating, grinding sound, as the outer portcullis is simultaneously lowered.

3. LEVER "A" ROOM

1 giant rat (AC 7; MV 12"//6"; HD ½; hp 3; #AT 1; Dmg d3; SA disease; Int Semi; AL N; SZ S; THAC0 20₂; ML 50%; XPV 10).

A PC listening at this door may detect a scratching noise and a squeaking sound coming from behind the door. The rat is half starved and will cower in the northwest corner of the room, only attacking if provoked. In the center of the south wall of the room is a lever.

The lever has two positions: up or down. The down position is unmarked. The up position is marked with a strange sigil:  (the Ancient Flan letter *A*). The lever is pushed down.

If both this lever and lever "B" in **area 2** are raised to the up position, both of the inner portcullises will rise at the same time with a grating, grinding sound, as the outer portcullis is simultaneously lowered.

4. SECRET ROOM

Inside this room are two complete outfits for warriors. Each outfit contains a suit of chain mail, a shield, a long sword, a light crossbow, and a score quiver with 20 bolts. The equipment is dusty but in good condition.

5. LIBRARY

Reed pens, dried inkwells, and hundreds of scraps of paper litter this large room. Several huge oak tables are overturned near the southeast corner. This room appears to have been some kind of study, classroom, or library. No books or intact scrolls are anywhere to be seen. Hidden behind the tables is a family of 5 kobolds:

- #1 (AC 8/7 [leather, sm. wooden shield]; MV 6"; HD ½; hp 4; #AT 1; Dmg d6 [javelin] or d6 [shoddy short sword]; Int Low; AL LE; SZ S; THAC0 20₂; ML 50%; XPV 11);
- #2-3 (hp 4, 3; Dmg d6 [shoddy short sword]; XPV 9, 8);
- #4 (hp 2; Dmg d6 [hand axe]; XPV 7);
- #5 (hp 1; Dmg d6 [3 javelins]; XPV 8).

If the party decide to search the room, or if they discover the celbits, the celbits will fight. Otherwise, they will remain hidden until the danger passes. Each celbit carries an average of 10 cp.

6. STOREROOM

Rotten bags of grain, old brooms, and three decaying barrels full of vinegar are all that remain in this shelved room. It appears to once have been a storeroom. If the PCs examine the barrels they will discover that one is full of pickled snakes. If they touch the sacks of grain, the material, due to its age, will come off in their hands in small patches. The grain itself has a horrible smell, as does the vinegar in the barrels.

7. KITCHEN

The door to this room is slightly ajar. This area was a kitchen. Many wooden platters, spoons, and knives are scattered about the tables and floor. Three large tubs full of water sit on stools near the fireplace. One is full of green fungus.

A pile of grease-soaked rags lies in the northeast corner of the room near a keg of dried beans. Pots and other assorted dishes and cooking utensils are also lying strewn about the room and are beyond cleaning or repair. Hidden coiled under the rags is:

- 1 giant spitting snake (AC 5; MV 12"; HD 4+2; hp 13; #AT 1; Dmg d3; SA poison bite, spit poison up to 3" [save or die in 1 round]; Int Ani; AL N; SZ M; THAC0 15; ML 67%; XPV 455).

It will only attack if disturbed; otherwise it will remain quiet as it is sleeping.

The green fungus will leave a horrible, sickening, skunk-like smell on whatever comes in contact with it. The smell will linger for 3d6 days. A fungus-encrusted 1,200-gp gold ring (1 cn. encumbrance) is at the bottom of the tub of fungus. If the ring is cleaned, PCs will discover Ancient Flan characters engraved inside the band, spelling the name "Ehlissa".

8. DINING HALL

The door here is open. At first it is hard to determine what this room was used for, but after careful observation it becomes apparent that it once was a dining hall, but now is a complete wreck. Tables, benches, and stools have been smashed into hundreds of pieces, torch sconces have been ripped out of the walls, Euroz graffiti (cruel boasts and threats) covers the north wall, and garbage is piled about the room in small, stinking heaps. The remains of several fires can be seen near the center of the room. Lying in wait under a table top between the northernmost pair of columns is:

- 1 carrion crawler (AC 7/3; MV 12"; HD 3+1; hp 5 [of 18]; #AT 8; Dmg —; SA paralysis; Int Non; AL N; SZ L; THAC0 16; ML —; XPV 600).

It will wait until someone gets close enough for it to grab. It is not looking for a fight, as it is recovering from battle wounds recently sustained, but it will not flee either. (The carrion crawler was wounded by the dead soldiers in **area 10**.)

Amidst the bits of wood lying on the floor is a 12" ivory stick with the Common words *secret* and *trap* carved along its length. This is actually a **wand of secret door & trap location** (7 charges), and those are its command words. Each PC has a 1-in-10 chance per turn of searching to find the wand.

In the process, a ring of what appear to be jailers' keys will also be found. The ring holds six keys, each exactly alike. These keys will open the cells located at **area 41**.

9. BARRACKS

Many dusty, musty bedrolls provide the furniture for this room that was once a barracks. Six 3' footlockers are leaning sideways against the west wall and are covered in several inches of dust. Outlines of weapons and shields can be seen on the walls, indicating that at one time the walls sported the occupants' tools of the trade as decorations for the otherwise barren room.

If the party decide to search this room, each PC has a 2-in-10 chance per turn to find a strange, gold, coin-like octagon; a total of three may be found. These octagons can be used to open a secret compartment in the base of a statue in **area 17**. If the octagons are sold, their value will be 10 gp each.

10. BARRACKS

The stench of death is strong here. This room contains the remains of bunks, bedrolls, round oaken tables, stools, benches, and six dead soldiers who have been beheaded. Along the north wall is a line of six heads.

No intact weapons are left in the room, and all the bodies have apparently been searched thoroughly, leaving nothing of value on them. Upon closer examination, the PCs will notice the insignia on the uniforms of the soldiers: *or a boar's head erased azure ensigned or*. Local PCs should recognize the heraldry of South Province.

11. CAVERN ENTRANCE

Wind whistles softly through this dark, damp cave, carrying with it a musky smell. Straw is scattered about the floor, along with jagged bones. If the party opt to enter the cave, they will soon find themselves face to face with a very hungry and very young cave bear cub:

1 cave bear cub (AC 7; MV 12"; HD 3+3; hp 9; #AT 3; Dmg d3/d3/d6; Int Semi; AL N; SZ M [6']; THAC0 16; ML 63%; XPV 96).

If the PCs offer the cub food (meat), it will eat it gladly, but warily watch and growl at the PCs while it devours the food. There is a 1% chance per turn that its mother will return, unless already encountered (see **WANDERING MONSTERS**).

If the party capture the cub, they may be forced to sell it, as they will find that it is too big, too wild, and too hungry for them to afford to keep. Its value on the open market is between 200 and 400 gp. However, the DM may wish to have the cub auctioned off in a bazaar, or he can allow the PCs to have it tamed and trained at a great cost. Training can be done only by a skilled animal trainer, costing 200–700 gp and taking from 3–6 months.

12. ROBIN ROOM

The outer door here is open. This elongated hexagonal room is littered with smelly, moldy, red towels. There is also a lot of dried-up, soft pink soap in broken blue ceramic containers, decorated with romantic scenes of mermaids swimming about proud ships and singing songs to the sailors.

The beautiful marble floors are white, veined in black and gold. Each of the six walls is decorated with ornately carved wooden towel racks and copper torch sconces, which are now tarnished due to lack of care. A lovely bench of black marble with white and gold streaks occupies the center of the room. A faded red cushion, now ruined by dry rot, lies beside the bench. The northwestern door, to **area 13**, is open; the southwestern door, to **area 16**, is closed.

Hidden in a towel under the bench is a large golden key on a thin golden chain. If detected for, the key radiates strong *alteration* magic. The PCs have only a 2-in-6 chance to find the key (3-in-6 for elves and half-elves) unless they specifically state that they are looking under the bench, at which point they will discover the key. This key will open the magical lock in **area 15**. If sold, the key and chain together are worth 150 gp (25 cns. encumbrance).

13. SUNKEN BATH

5 stirges (AC 8; MV 3"/18" [MC: C]; HD 1+1; hp 5, 5, 5, 5, 5; #AT 1; Dmg d3; SA drain blood [d4]; Int Ani; AL N; SZ S; THAC0 15; ML 51%; XPV 46 each).

The door here is open. This irregular hexagonal room contains a large sunken bath filled with water. The sunken bath is made of white marble veined with black and gold. The walls of this room are lavishly decorated with murals of nymphs, ponds with long reeds extending upwards to the sun, and brave hunters stalking birds.

Here, as in **area 12**, are more moldy rotten towels. There are also seven delicately etched glass vials of scented bath oils and a large peacock feather fan, now rotted, which is propped up in the far corner. The vials of oils are worth 1 gp each, and the feather fan, due to its condition, only 5 cp.

14. PINK PEDESTAL

Upon entering this room, the first thing noticed is a small, pink marble pedestal four feet tall. Any light entering the room will gleam off of a small object atop the pedestal. The object is silver in color. Other than the pedestal, the room seems to be empty.

When a character approaches within 1' of the pedestal, the silver pendant on top of the pedestal will begin to radiate a silver glow that will illuminate the entire room. After one round, hysterical laughter will seem to come from the pendant, and anyone within a 2" radius of it must save vs. spell at -2 (and -10% from any magic resistance as well) or fall into a fit of *uncontrollable hideous laughter* (as the spell) that will last 3 rounds. Any character attempting to remove the pendant from the pedestal must also save vs. spell at -2 or be likewise stricken. Once the pendant has been successfully removed, all laughter will cease. Characters who were affected by the pendant will lose 2 points of Strength for 2 rounds after recovering their senses.

The Olven word *lalaith* (laughter) is engraved on the pendant's reverse. If spoken by the wearer while the pendant is worn, the above effects will repeat (though the wearer will enjoy immunity): 1 round of *light* from the pendant, 1 round of laughter from the pendant, 3 rounds of *uncontrollable hideous laughter*, 2 rounds of recovery at -2 Strength. This variant **scarab of insanity** has 12 charges when found (XPV 1000, GPV 8000).

15. MOSAIC ROOM

This irregular hexagonal room is decorated with mosaic tiles. The mosaic covers the entire room: the walls, the floor, and the ceiling. The scenes are of a red dragon, mounted by a man in ornate silver and blue armor, giving chase to a young maiden wearing a silver gown and a silver and ruby coronet. Another scene depicts olvenfolk playing in the woods while a red dragon watches them from its hiding place behind two tall trees. On one wall is a pool of bright blue water with a shimmering diamond floating on a lily pad and several mermaids swimming and splashing one another near it. The design on the floor shows the maiden, man, and dragon curled up asleep around a keyhole.

If the party enter the room and douse their light sources, they will see that the keyhole in the floor emits a faint blue-white glow. If any key is placed into it other than the gold one from **area 12** (or if a thief attempts to pick the lock), a 5'×5'×1' stone slab will fall from the ceiling over the spot where the keyhole is located. Characters within that area must save vs. death magic at +3 to avoid being hit by the stone. Any character caught by the stone will suffer 2d6 hp damage.

If the gold key is placed in the keyhole, another keyhole will appear on the west wall. The second keyhole is opened by the gold key also. Once the key is placed in this second lock and turned, the room around the PCs, including the key and keyhole, will seem to vanish.

The PCs will find themselves floating in a thick, bright, well-lit grayness for as far as they can see. Their own forms appear translucent and white, each with an umbilicus-like white cord trailing off behind him for about 10 feet before fading into nothingness. Apart from their magic items, holy symbols, and the like, they are naked.

(The PCs have been *astrally projected*. Anyone left behind—perhaps viewing from outside the mosaic room—simply sees their lifeless bodies drop to the ground once the gold key is turned in the second lock. Removing the key from the wall will instantly recall them to their Material bodies.)

Suspended before the party, where the keyhole once was, is a glowing, silver two-handed sword. If a character reaches out to touch the sword, an ornately armored humanoid will appear beside it. The figure's silver and blue armor resembles that of the man depicted in the murals, but this is no man. The figure is tall and gaunt, with leathery yellow skin, pointed ears, and sunken black eyes. It takes the sword and attacks.

1 githyanki knight (AC 0 [**splint +4**]; MV 96"; Cav 7; hp 30; #AT 3/2 or 1; Dmg d10+3 [**silver sword**]; SA cut *silver cord* [20% chance, 1 attack only, must hit AC 0]; Int Exc; AL LE; SZ M; THAC0 11; ML —; XPV 1300; see *FIEND FOLIO*[™]).

The githyanki will fight the PCs for 4 rounds. If hard-pressed, it will try to cut their *silver cords*. The DM should refer to *Manual of the Planes* for details of Astral combat. Possible outcomes are described hereafter:

If a PC's **silver cord** is severed:

His Material form dies at once (no *resurrection* possible). The Astral form dissolves into the Astral Plane in d10 turns. Any magic items left on the Astral body likewise disappear, their Material counterparts crumbling to dust. If an Astral magic item is retrieved from the Astral body before it dissolves and is then returned to the Prime Material Plane, it will remain whole.

If a PC is slain in Astral combat:

His Astral form disappears, snapped back to his Material body. The PC will remain comatose for d4+1 days and must then attempt a system shock roll. If it fails, the PC dies. If the system shock roll succeeds, the character regains consciousness at 1 hp. He will be weak and incapacitated until resting sufficiently to regain half his full hit point total (even if magical healing is used).

If the PCs defeat the **githyanki**, or after 4 rounds in any event:

Surviving PCs are recalled to their Material forms in the mosaic room. Any wounds sustained Astrally are healed (though those slain Astrally still suffer the effects noted above). The gold key is gone, but the glowing **silver sword** is lying on the floor.

Nothing untoward will happen if the PCs decide to touch the sword again. The sword is of an unknown silvery metal, vaguely like aluminum. It sheds light in a 30' radius and has the following properties on the Prime Material Plane:

two-handed sword +2 (Int: 8; Ego: 6; AL: N [but can be safely used by any alignment]; XPV 1,400, GPV 7,000).

On the Astral plane, the **silver sword** is **+3** and has a 20% chance of severing an opponent's **silver cord** on a successful hit vs. AC 0.

16. STEAM ROOM

6 skeletons (AC 7; MV 12"; HD 1; hp 4, 4, 4, 4, 4; #AT 1; Dmg d6 [shoddy short sword]; SD sharp weapons score half damage only, immune to *sleep*, *charm*, *hold*, & cold; Int Non; AL N; SZ M; THAC0 19; ML —; XPV 18 each).

This room is filled with thick steam and is hotter than normal. Visibility is limited to 10'. The steam rises through vents from a geyser underneath the room. If a living creature enters the room, the skeletons will rise from rotten wooden benches along the north and south walls and attack.

Combat here is slightly hazardous for the PCs (though not for the skeletons) because of the slippery floor. Before every melee attack, a PC must make a successful Dexterity check. If the check fails, the PC forfeits his attack and falls prone (+4 AC penalty). He can either spend the next round regaining his feet, or fight from the ground at a -4 "to hit" penalty.

If the room is thoroughly searched, the PCs may find a shelf in the western corner. Upon it rests a small, 3,000-gp ruby carved in the shape of a dragon.

17. CAVERN TEMPLE

The northern ledge here drops 10', effecting a 20' ceiling height. The southern cave arches to 25' height in the center. This open area contains a small worship alcove. On a raised platform along the western wall is a beautifully carved statue of a rotund, middle-aged woman (the goddess Beory) holding a small girl in her lap (her daughter Berei). An inscription in Ancient Flan on the base of the statue reads, "The secret treasure of one's heart can be found in love."

A small octagonal depression beneath the inscription is the lock to open the compartment in the base of the statue. One of the gold coins found in **area 9** will open it if inserted into the depression and turned; a thief's *open locks* ability may also be used. If a character opens the compartment, the giant centipede within will be disturbed and attack.

1 giant centipede (AC 9; MV 15"; HD 1 1/4; hp 2; #AT 1; Dmg —; SA poison [save at +4 or die in 1 round]; Int Non; AL N; SZ S; THAC0 20₂; ML —; XPV 32).

An ivory scroll case will be found in the secret compartment. In it is a sheet of vellum inscribed with silver ink. The writing is Ancient Flan and reads as follows:

Inspiring overture
Captivating nocturne
Naturalistic call-and-refrain
Interminable waltz
Fiery battle march

18. UNDERGROUND POOL

3 otters (AC 5; MV 12"/18"; HD 1-1; hp 6, 6, 6; #AT 1; Dmg d2; Int Ani; AL N; SZ S; THAC0 20; ML 50%; XPV 11 each; see *Monster Manual II*).

The ceiling here arches to 20'. This huge cave area is filled with the sweet smell of fresh water. The source is obviously a rather large gray stone pool of water that almost covers the entire floor of the cavern. A 3'-wide ledge runs along the west wall of the cave. The otters play in the pool and will only attack if molested.

The pool is spring-fed and drains via a stream that exits to the south. It is 4' deep at its shallowest point and 15' deep at its deepest. The ledge ends where the stream enters the pool. A swimming PC may follow the stream's airless course for 100' (completely submerged) before exiting outside the castle (depicted in the **East View** palace illustration).

If the party search the deepest point of the pool, they will find that some unfortunate individual once died here. The victim is now nothing but bones, but his backpack holds 133 gp and a silver wolf-headed ring, with two very small sapphires for eyes, worth 300 gp (3 cns. encumbrance).

19. GREEN SLIME

6 green slimes (AC 9; MV 0"; HD 2; hp 9, 9, 9, 9, 9, 9; #AT 0; Dmg —; SA infect flesh, corrosive properties; SD immunity to most weapons and spells; Int Non; AL N; SZ S; THAC0 —; ML —; XPV 628 each).

The walls of this room are collapsing. Moisture clings to everything, and green slime grows everywhere throughout the room. Except for the slime, the room is empty.

20. SULFUR POOL

The ceiling here arches to 15'. This small cave is largely filled with a bubbling gray pool of liquid. The cave smells foul. The pool is surrounded by coarse red sand. The sandy ledge surrounding the pool on the south and west sides is only about 3' wide.

The pool is 30' deep. The liquid is water, but the water has a very high content of sulfur. Because of the sulfur bubbles, the air here is not safe to breathe for long periods of time. Anyone staying in the cave for one full turn will begin to feel dizzy. If they do not leave the cave after two turns they will begin to take 1 hp of damage for each turn they remain in the cave without getting fresh air.

The passageway to the south is collapsed after ten feet. This area may be opened up and expanded by the DM.

21. STOREROOM

This room contains shelves along the south and west walls. The shelves are stocked with wooden crates containing 20 weeks of iron rations. Except for the iron rations, the room is empty.

22. BLOCKED EXIT

This area seems to have been in some kind of explosion or earthquake. Stairs once led up out of this area. Rubble covers the floor and blocks the stairs.

If the PCs douse their lights, a faint glimpse of sunlight can be seen through cracks in the rubble during the day; at night, a dim red glow may be perceived instead (from **area 23**). Occasionally whimpers like those from a puppy can be heard. They frequently start only to stop a few seconds later. The whimpering is only the wind blowing through the rubble.

A lever is mounted on the east wall of the northern alcove. It once controlled the portcullis at the top of the stairs, but the portcullis and its mechanism were long ago destroyed. The lever rests in the down position; it is easily raised, but limply drops back down again.

Excavation of this area will likely disturb the fire beetle in **area 23**, which will clamber over the debris to attack. Clearing the rubble requires 20 man-turns (16 gnome-turns, or 14 dwarf-turns). The PCs will emerge from the center rubble pile in the **East View** palace illustration.

23. SECRET ROOM

1 fire beetle (AC 4; MV 12"; HD 1+2; hp 10; #AT 1; Dmg 2d4; Int Non; AL N; SZ S; THAC0 18; ML —; XPV 40).

Statues stand in three corners of this room; the northeast corner has collapsed into rubble. Each one is of a young girl in a different pose. On the east wall is a rotted pile of wood (once a kneeling bench). Moth-eaten rugs cover the floor.

The beetle nests in the northeast rubble pile. It will attack any creature that disturbs it. A search of the rotten wood will uncover a leather book cover with a few fragments of parchment remaining within. If the reader can decipher the Ancient Flan script, he may glean an obscure reference to "my most precious treasure" being hidden somewhere in the living quarters of the palace.

24. FOUNTAIN ROOM

There is a small fountain of water in the southeast corner of this room. A bronze plaque on the west wall (over the secret door) reads, "All that glitters is not gold" in Ancient Flan. Both the north and south walls are covered by tapestries.

The southern tapestry has a scene of a young maiden with reddish-brown hair sitting on a silver throne. Upon her head rests a coronet of silver and rubies, and in her hand she holds a scepter of silver topped by a very large, blood-red ruby. The northern tapestry shows a warrior in silver and blue armor resting casually in a wooden armchair decorated with carvings. His feet are propped up on a stool.

The secret door can be opened safely from this side (see **area 25**).

25. ANTEROOM

In this once luxuriously decorated room is a 10'-deep, semi-circular alcove in which stands a statue of a young girl with arm outstretched. Opening the secret door from this side will trigger a mechanism that will pour down 20 lbs. of golden glitter upon the first person to step through. The target must save vs. spell (Dex bonus applies) or be blinded for d4+1 rounds.

This glitter will stick to all exposed skin, hair, leather, and cloth. It cannot be removed except by oil or animal fat. If PCs attempt to wash it off with water or wine, all they will succeed in doing is rearranging it a little.

This glitter will glow in the dark, thus adding +3 to the chance of being surprised by any opponent who is in the line of sight. The only way to avoid this trap is to place a weight of at least 60 lbs. on the pressure plate just inside the secret door. This will set off the trap, and the glitter will stick to the floor instead.

26. SCHOOLROOM

Five kobolds stand guard here:

- #1 (leader) (AC 8/7 [leather, sm. wooden shield]; MV 6"; HD ½; hp 4; #AT 1; Dmg d6 [short spear] or d6 [shoddy short sword]; Int Low; AL NE; SZ S; THAC0 20₂; ML 50%; XPV 11);
- #2 (hp 3; Dmg d6 [hand axe]; XPV 8);
- #3–4 (hp 3, 2; Dmg 2d4 [spiked club]; XPV 8, 7);
- #5 (hp 2; Dmg d6 [short spear]; XPV 7).

These celbits are outcasts from the group at **area 5** and are allies of the jebli on the upper level. They serve a guard function here, watching the approach to the stairs at **area 33**. Still, they are mere kobolds and will flee if any two (or their leader) are slain. Each carries an average of 20 cp.

The room contains several rotten wooden desks and chairs. Against the west wall is a blackboard bearing crude Celbit graffiti.

27. TRAPPED PASSAGE

This very small chamber is more of a passageway than a room. It is very cramped, and there are several sets of empty shelves on the walls. The pit trap in the floor of this storage passage will be activated by the first person to step onto it and triggered by the second one who steps onto it. Once triggered, the floor will swing open and drop whatever is on it into a 5'×5'×10' pit. The cover will then swing back up and lock shut.

Anyone falling into the pit will suffer d6 hp damage (with item saving throws required for the character's gear). One's fall might be arrested with a halved climbing check (base 40% for most characters, halved to 20%; see *Dungeoneer's or Wilderness Survival Guide*). If the first person who walks across the trap door is at the other side before the second one tries, only the second one will fall in; otherwise both will fall in.

After one round, small openings will appear in the pit walls, and 15 gallons of oil will pour into the pit. The oil will continue to spill forth until, after 3 rounds, it lies 1" deep over the entire surface area of the floor. Another wall opening will then appear, and an unlit torch will fall onto the oil. (When the palace was occupied, the torch would have been lit.)

The pit cannot be opened from inside. It can be opened from the outside using release mechanisms hidden inside secret compartments on the inside of either doorway. (Note that any character covered in glitter from the secret door at **area 25**, who has fallen into this pit, will discover that the glitter is coming off thanks to the oil.)

28. LIBRARY

1 huge spider (AC 6; MV 18"; HD 2+2; hp 9; #AT 1; Dmg d6; SA surprise 5-in-6, leap 3", poison [save at +1 or die in d4 turns]; Int Ani; AL N; SZ M; THAC0 16; ML 57%; XPV 172).

The spider clings to the ceiling and will likely attack with surprise. Shelves cover most of the walls. The shelves are filled with dusty books and scrolls. A number of rotten wooden tables and chairs are also in the room. Against the south wall is a fireplace.

If the party search the books and scrolls carefully (which will require a full 3 turns, unless *detect magic* is cast), they will find one **MU scroll** that contains the spell *web* (cast at 7th level).

29. FITTING ROOM

This room is cluttered with many objects large and small. If any light source is brought into the room, eerie shadows begin to dance wildly about. One shadow, lurking in the southeast corner, appears to be human or humanlike. The humanlike form in the corner is actually a dressmaker's dummy, but the other shadows are real and will attack any living being distracted by this cruel bit of misdirection:

2 shadows (AC 7; MV 12"; HD 3+3; hp 19, 9; #AT 1; Dmg d4+1; SA strength drain; SD 90% undetectable, +1 or better weapon to hit, immune to *sleep*, *charm*, *hold*, and cold-based attacks; Int Low; AL CE; SZ M; THAC0 16; ML —; XPV 331, 291).

The room is filled with old bolts of cloth so rotten that merely brushing up against them causes them to disintegrate into thousands of little pieces. Hidden in the room in a pincushion ball is a small delicate platinum needle worth 15 gp (1 cn. encumbrance).

30. BUTCHER'S ROOM

The floor of this room is covered with bloodstained sand. A rack on the north wall holds a number of large, rusty knives and meat cleavers. In the center of the room is a large wooden block about 2' high, 3' long, and 2' wide. The wooden block is also bloodstained.

This room was a butchering room. Meat was butchered here, then stored in the ice cave (**area 31**). Underneath the sand is a pit trapdoor in the floor. The trapdoor stands in front of the butcher block. Anyone who walks on the door has a 1-in-4 chance of accidentally causing it to open.

The trapdoor was used to get rid of refuse. The door opens to a chute, which leads 20' below to an underground river. Anyone opening the door will fall down the chute to the river below. The river is only 2' deep, but anyone falling down the chute will take d6 damage from the fall. One's fall might be arrested with a halved climbing check (base 40% for most characters, halved to 20%; see *Dungeoneer's or Wilderness Survival Guide*).

The underground river channel is blocked by a heavy iron grille. Anyone falling into the river will be swept against the grille by the powerful current. Fortunately the grille is too small for characters to be swept through it. Three giant rats are also trapped in the underground passage:

3 giant rats (AC 7; MV 12"/6"; HD ½; hp 3, 3, 1; #AT 1; Dmg d3; SA disease; Int Semi; AL N; SZ S; THAC0 20; ML 50%; XPV 10, 10, 8).

The rats are desperate and in a state of panic. They will immediately attack. If the underground passage is searched, the characters will find the skeleton of an unfortunate victim. The individual was carrying a small sack containing 10 gp, 8 sp, 9 cp, and a 250-gp jade ring with dragons carved into it (1 cn. encumbrance).

31. ICE CAVE

The temperature here is nearly freezing. The walls of this large cave are covered with a thin layer of ice. Hanging from hooks in the 15' ceiling are slabs of meat.

This room is an ice cavern, a natural underground cave that stays cold all year round. Meats and other foods were kept stored here. Except for the stored meats, the room is empty.

32. RONIRYA'S ROOM

Upon entering this rectangular room, the first things that will be noticed are the tapestries hanging on all four walls; they show scenes from the life of a female bard. In front of each tapestry is a couch. Various pillows of many sizes (now musty and falling apart) are scattered randomly about the room. Crushed and punctured wine goblets are piled into the northeast corner of the room. Decorative candleholders sit on small tables, almost the size of stools, near each couch.

In the center of the room is a decorative wheel painted on the floor. The wheel is 5' in diameter. In the middle of the wheel is a lap harp made of crystal with strings of spun silver.

The tapestries are as rotten as most other materials so far encountered. The couches are made of marble and have been cemented to the floor. The seven decorative candleholders are made of silver and worth 50 gp (10 cns. encumbrance) each. An appropriately learned character (DM's discretion) may recognize the "decorative wheel" as a representation of the Outer Planes, in particular emphasizing the plane of Concordant Opposition at the center.

The crystal harp is a **harp of calm** (see **PART 8: MAGIC ITEMS**). It belonged to the legendary half-olven bard Ronirya, once esteemed by Queen Ehlissa. After the **Marvelous Nightingale** was crafted, and Queen Ehlissa descended into madness, Ronirya fell out of favor. Despondent, she took her own life. If the **harp of calm** is touched, Ronirya will manifest as:

1 allip (AC 5; MV 12"; HD 4+4; hp 28; #AT 1; Dmg —; SA babble, madness, Wisdom drain; SD +1 or better weapon to hit, immune to *sleep*, *charm*, and *hold* spells; Int Very; AL NE; SZ M; THAC0 15; ML —; XPV 465; see **PART 6: NEW MONSTERS**).

33. ZOMBIE CHAMBER

The door in the west wall is trapped. If the outer handle is grasped, a poisoned needle will spring out and pierce the hand of the grasper. The stricken character must make a save vs. poison (at +2 because of the age of the venom) to avoid death.

On a table in the northwest corner of this partly carved out room is a small silver statue of a dragon readying for flight, worth 500 gp (25 cns. encumbrance). In front of the table, acting as guards, are 5 zombies:

5 zombies (AC 8; MV 6"; HD 2; hp 4, 7, 8, 8, 14; #AT 1; Dmg d8; SD immune to *sleep*, *charm*, *hold*, & cold; Int Non; AL N; SZ M; THAC0 16; ML —; XPV 28, 34, 36 [×2], 48).

A set of stairs going up is in the north wall. The whole room appears to have been cut from the living rock, instead of built from rocks brought in from mountain quarries. This area does not appear to be made from marble.

34. GUARD ROOM

An overturned oaken table and three benches are all that remain in this small guard room. The floor is thickly covered in dust, and nothing seems to have disturbed it in a long time. There is a large sack in the southeast corner. Large blood stains are smeared on the floor beside it.

Within the sack are three human skulls, a dagger, a dagger blade, and 11 sp. There are many vile-looking but harmless spiders living in the skulls. Under the sack is a bloody finger. It appears to be fresh.

35. TORTURE CHAMBER

This large rectangular room contains many implements of torture. An iron maiden stands in the southeast corner. Rusted, long-neglected branding irons lie scattered among the filthy, bloodstained straw. Assorted sizes and lengths of chain encircle four skeletons hanging limply from the walls.

A pair of 3'×3'×3' wooden cages hang from the ceiling. Caught in the door of one is a bit of what appears to be a tattered nightgown. Several mice peer out of holes and cracks in the gray stone walls.

The room is empty when the party enter. After 1 turn, a crazed middle-aged man, Trannis, will appear in the doorway. He will laugh insanely and then attack the closest person to him.

Trannis, an old crazed warrior, will scream at the PCs, saying that he knew they could not resist his treasure. No one could, he laughs, not even his companions. He knows they have come to steal his great treasure, and so they all must die just as others before them.

Trannis will attack until either he is or the characters are dead. He will neither surrender nor allow himself to be captured. No treasure can be found on him or in the room.

Trannis, paranoid Oerid-Suel warrior (AC 7; MV 12"; Ftr 3; hp 16; #AT 1; Dmg d6+1 [hand axe]; AL CN; SZ M [5'9", 155#]; THACO 17; ML —; XPV 124; S 17, I 13, W 9, D 17, C 15, Ch 8, Cm 8).

36. SPY ROOM

The only furniture in this small room is a wooden stool. There is a small spy hole in the secret door that lets someone inside the room see the corridor outside. A rope hangs from a hole in the ceiling. This is the room where Trannis was hiding. The room was used as a watching post in times of invasion. The rope runs up through the rock to a bell in **area 76**. The room is now empty. If the party should open the secret door before going into **area 35**, Trannis will still be in this room and will attack.

37. ARMORY

A horrible smell like rotting carcasses can be detected beyond the door of this room. Once opened, mounds of rotten, decayed bodies of unlucky adventurers can be seen covering almost every inch of the floor. The sight is gruesome to behold, and characters with CON scores of less than 7 will not be able to enter the room without becoming ill for d6+1 turns from the smell and gory sight. The bodies have all been thoroughly searched prior to the party finding them; there is nothing of value to be found. Along the walls of the room are empty racks that look like they might have once held weapons.

38. TRANNIS' ROOM

A small pallet of fresh straw lies near the northwestern corner of this room. A wooden trencher, a pair of eating knives, and a bronze wine goblet rest neatly on a table in the center of the room. Several old tapestries have been carelessly hung on the walls, and bits of fur and other types of floor covering form a makeshift rug. A burning lantern hangs over the table.

This is the room where Trannis lives. On the east wall, behind the tapestry, is a peephole he uses to spy out into the hallway. Hidden underneath the pallet, protected by a loose stone in the floor, is a small wooden coffer. This case contains Trannis' personal treasure: 1 large glowing emerald (2,000 gp), 2 rubies (300 gp each), a gold ring with the initials *D&B* carved in the shape of a heart on the inside (10 gp, 1 cn. encumbrance), and a **dagger of throwing +2** (which does not shed light when drawn), inlaid with lapis lazuli (apparent value 400 gp). The valuables he has removed from his victims are hidden in **area 41A**.

The glowing emerald is *cursed*. It shrieks whenever handled, causing a wandering monster check and shattering all flasks and vials in a 2" radius that do not save vs. crushing blow. A *remove curse* spell will end both the shrieking and the glowing.

39. OFFICE

Directly across from the northern door is a huge wooden table still in good condition. Behind it is a huge, ornately carved wooden chair. On the table are a candle sconce, a feathered quill in an inkwell, a blank parchment scroll, and a string of colored wooden beads.

Trannis keeps this room in good shape. He uses it to hold "court" if he decides to impress some of his victims. The scroll, pen, and candle sconce are still in good condition and are used by Trannis when he passes judgment on the accused. The beads are a **necklace of strangulation** that he recovered from a skeleton and sometimes uses to inflict a slow death.

40. BARRACKS

This rather large room has been swept clean. No dirt or dust can be found. The room is empty of all furnishings. Trannis is a very clean man. All the rooms he claims as his territory are used for a specific reason or kept completely clean.

41. JAIL CELLS

This area is a group of barred jail cells. A few of them contain decomposing human corpses ("C") or skeletons ("K") chained to the walls. In the aisle between the cells are 2 carnivorous apes, which will attack anyone who enters the room (except Trannis).

2 carnivorous apes (AC 6; MV 12"; HD 5; hp 18, 18; #AT 3; Dmg d4/d4/d8; SA rending [d8 if both hands hit]; SD surprised 1-in-6; Int Low; AL N; SZ L; THAC0 15; ML 70%; XPV 260 each).

All the cells are locked. The set of jailer's keys mentioned earlier (**area 8**) will open all the cells.

41A: This secret room contains the treasure that Trannis has collected from his victims. All these items are locked in three large iron trunks. (Losing the keys to these only furthered Trannis' insanity.) The first trunk contains a mixture of coins totaling 1,446 cp, 379 sp, and 158 gp. The second trunk holds a variety of costume jewelry, all set with colored glass:

100-gp silver armband (20 cns. encumbrance);
100-gp silver necklace (20 cns. encumbrance);
80-gp copper anklet (15 cns. encumbrance);
80-gp copper bracelet (15 cns. encumbrance);
70-gp copper clasp (10 cns. encumbrance);
100-gp silver locket (10 cns. encumbrance);
40-gp copper brooch (10 cns. encumbrance);
100-gp silver pin (10 cns. encumbrance);
50-gp copper ring (2 cns. encumbrance);
100-gp silver ring (2 cns. encumbrance).

The last trunk holds 4 long swords, 3 daggers, 2 horseman's maces, 1 battle-axe, and 5 helmets. One of the swords is a **long sword +1, flame tongue** (command words *incinerate* and *quench*, in Common). As the sword does not shed light when drawn, it is indistinguishable from the rest of the swords unless *detect magic* is cast. A trained weaponsmith will recognize that the sword is of masterwork quality.

42. CAVE OF THE STATUES

This small cave is lit by *continual light*. It is filled with ornate and delicately carved life-sized statues of five men and one woman. Many candles and other burnt offerings lie before each of the statues. Four curved marble benches form a circle in the center of the room.

Clockwise from the entrance, the statues represent the following gods:

1. Zodal (a man in simple robes with large, careworn hands);
2. Allitur (a wizened old man with a nose that curves like the beak of a cock);
3. Rao (a smiling, serene old man with long, slender hands);
4. Pelor (an old man with long hair and beard, bearing a staff topped with a sun-disk; this is the source of the *continual light*);
5. Obad-hai (a lean, weathered man carrying a hornwood staff);
6. Joramy (a beautiful woman with fiery hair, bearing a staff topped with a clenched fist).

Hidden in Pelor's staff is a **wand of illumination**. If the PCs search the statue, they may find that the sun-disk can be unscrewed from the staff (detect as concealed door). If the one so doing does not first make an invocation to Pelor (specifically, he must speak the name "Pelor"), a *magic mouth* will activate, the statue's mouth appearing to move of its own volition. It will speak the phrase *Pelor byrstio sul*, invoking the *sunburst* power of the **wand**: All present must save vs. rod/staff/wand or be blinded; however, blindness will persist for 2d6 turns in this case, rather than the standard 2d6 segments.

If the hollow is located without triggering the *magic mouth*, the PCs will find an ivory scroll tube within. It contains a 2'-long wooden wand, tipped with silver and carved with a stylized sun at the opposite end. Also in the tube is a scroll written in Ancient Flan. Upon it are inscribed the wand's command words:

Pelor dawnsio ("dancing")
Pelor golau ("light")
Pelor golau parhaus ("light continuous")
Pelor byrstio sul ("burst sun")

The wand has only 3 charges left; if the *magic mouth* activated the *sunburst* power, the wand will have been depleted, and thus will have crumbled to dust when the PCs find it. Still, the stone sun-disk has *continual light* cast on it, and it can be taken away and used by the party once unscrewed from the statue (100 cns. encumbrance).

43. FUNGUS CAVE

A single statue of embracing lovers dominates this cave. This room is filled with a number of clay pots of different sizes. Plants were once planted in the pots, but all the plants are now dead. Withered stalks, dead leaves, and brown dried flowers litter the floor, which is worn smooth. Though all plant life in the clay pots is dead, a vile-looking yellow fungus grows on the west wall.

1 yellow mold (AC 9; MV 0"; HD 0; hp 0; #AT 1; Dmg d8; SA poison spores; SD affected only by fire-based attacks; Int Non; AL N; SZ L; THAC0 —; ML —; XPV —).

Nothing of value may be found in this area. The smoothness of the floor is due to the hundreds of feet that have trekked in and out of this cave over the previous centuries.

44. CAVE OF THE CRICKETS

This huge cave is filled with stalactites and stalagmites that glow blue. The stalactites and stalagmites in many places have formed into columns. Water droplets trickle down and collect in shimmering puddles on the cave floor. It is very difficult to move through this area, as the stalactites and stalagmites are very close together. In some places they almost form walls. This cave is the home of:

8 cave crickets (AC 4; MV 6" [hop 3"]; HD 1+3; hp 9, 9, 9, 9, 9, 9, 9, 9; #AT 0; Dmg —; SA jump/kick [d4]; Int Ani; AL N; SZ M; THAC0 18; ML 53%; XPV 38 each; see *Monster Manual II*).

If the PCs decide to investigate this area, the crickets will begin chirping, with a 2-in-6 chance of attracting a wandering monster. Conversation among the PCs will be impossible within this cave until the crickets have been silenced or driven off.

The blue glow of the stalactites and stalagmites is caused by a type of moss. The moss is harmless. It can be used as a weak light source, casting light up to 10'.

The northern section of the cave is fairly free of stalagmites and stalactites. In this empty space stands a statue of a beautiful woman beckoning to any who approach. Anyone who manages to make his way through the maze of stalactites and stalagmites may fall into a pit (1-in-4 chance) at the base of the statue. One's fall might be arrested with a halved climbing check (base 40% for most characters, halved to 20%; see *Dungeoneer's or Wilderness Survival Guide*). This 50'-deep pit is filled with stagnant water and indistinguishable from the puddles. For ease of reference, relevant rules from *Dungeoneer's Survival Guide* are presented in simplified form below, based on the character's encumbrance category:

None (generally less than STR×10 cns.)

A character who is virtually naked will sink 20' on the 1st round and will float back to the surface (if motionless) on the 2nd round.

Light (12" movement; normal gear)

The character will sink 20' on the 1st round and will float back to the surface (if motionless) on the 3rd round. A skilled swimmer can surface on the 2nd round.

Moderate (9" movement; heavy gear)

The character will sink 25' on the 1st round and 25' on the 2nd round, reaching the bottom of the pit. He will not float to the surface unless he sheds gear. A skilled swimmer can surface at 10' per round, beginning on the 2nd round.

Heavy (6" movement; very heavy gear)

The character will sink to the bottom on the 1st round, sustaining d6 hp damage. He will not float to the surface unless he sheds gear. A skilled swimmer can surface at 5' per round, beginning on the 2nd round.

Severe (3" movement; encumbered)

As *heavy*, above. Even a skilled swimmer cannot surface at this level of encumbrance.

Holding one's breath

A character can hold his breath for a number of rounds equal to 1/3 his CON score (rounded up); one who is plunged into water unexpectedly must halve this figure (again, rounded up). Each round thereafter, he must make a CON check or die (with a -2 penalty on the 2nd check, -4 on the 3rd check, -6 on the 4th check, and so on).

Shedding gear

A backpack can be removed in 1 round. Stripping off armor underwater requires 10-AC rounds (so 5 rounds for chain mail or 7 rounds for plate mail).

If the PCs search the cave, they will find a small silver statuette of a dragon readying for flight. The statuette is in a niche along the north wall. This is a twin to the statuette found in **area 33** (500 gp value, 25 cns. encumbrance).

45. CAVE POOL

A large pool of pitch-black water fills this room. A glint of gold can be seen from the far side of the pool. A hot wind blows through the cave.

Moisture fills the air, and tiny beads of water form on clothing, skin, and hair. The floor is damp and slick. Any character moving at greater than half normal speed must make a DEX check to avoid falling down.

Once the characters have entered the cave they will be able to see the crowned head of a large statue of a man. The statue seems to be made of heavily verdigrised bronze. The eyes of the statue are small rubies (value 50 gp each).

The glint of gold comes from a crown on top of the statue's head. The crown appears to be made of gold. The statue really is bronze, but the crown is only gold paint.

The liquid in the pool is a kind of ink. The water of the pool is heated by hot springs. The hot water absorbs color from a particular kind of mineral lining the pool. The result is a deep purple ink.

Anything that comes in contact with the ink will be stained purple. Since the ink is permanent it will have to wear off naturally (d6 days). It will not stain non-porous surfaces, which do not absorb water very well (such as steel). The ink will not harm characters. The pool is only about 4' deep.

Once the characters reach the statue they will find that the rubies can be pried out easily. If the party carefully examine the statue, there is a chance they will discover that the head of the statue can be unscrewed (detect as concealed door). Hidden inside the head, packed in a protective oilskin purse, is a polished steel **ring of protection +1**, its inner surface etched with a pentagram.

46. BLADE TRAP

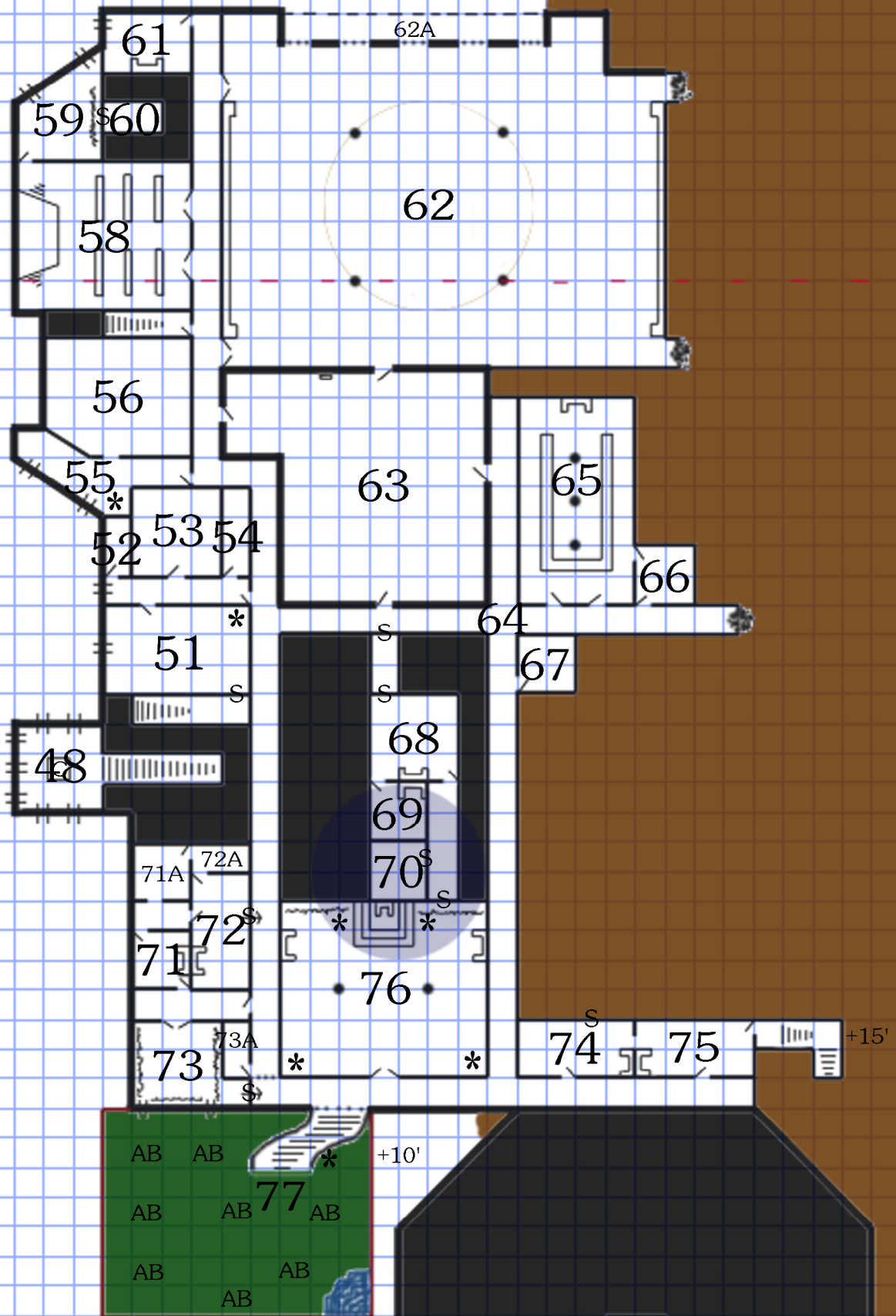
At the corner of the corridor is a trap. When a character walks over a pressure plate in the floor, the trap might be sprung (1-in-6 chance). Roll separately for each character who walks around the corner. If the trap is sprung, a weighted blade (like a guillotine blade) will fall from the ceiling, causing d10 hp damage to the person who sprung the trap. The blade is hidden in the ceiling.

47. TROGLODYTE ROOM

Three troglodytes in this room will attack anyone they meet on sight.

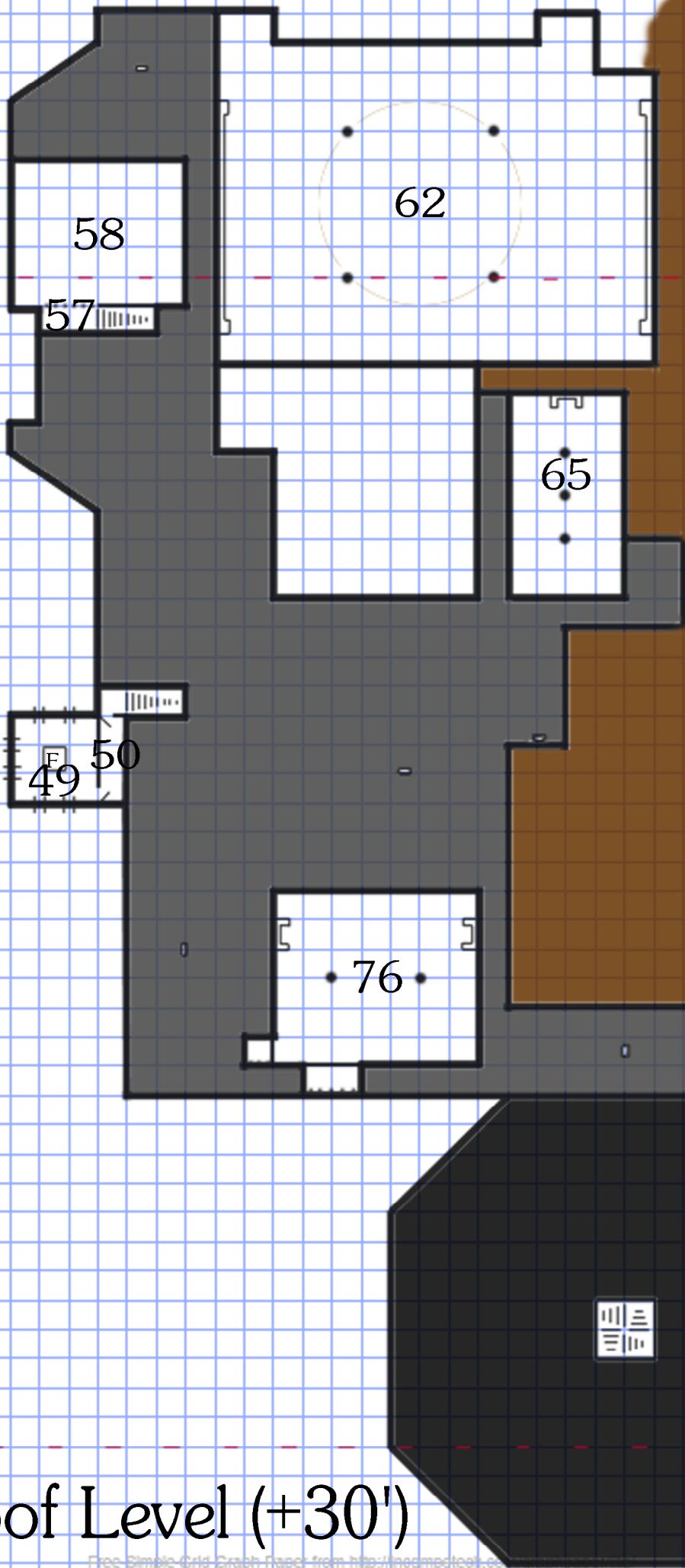
#1-2 (AC 5; MV 12"; HD 2; hp 9, 9; #AT 1 or 3; Dmg 2d4 [2 broad-bladed javelins] or d3/d3/d4+1; SA revulsion odor, surprise 4-in-6; SD chameleon power; Int Low; AL CE; SZ M; THACO 13 or 16; ML 55%; XPV 62 each);

#3 (hp 9; Dmg d8 [stone battle axe] or d3/d3/d4+1; THACO 16; XPV 54).



Upper Level (+20')

One square = 10 feet



Roof Level (+30')

One square = 10 feet

PART 4: UPPER LEVEL

The average interior temperature on the **UPPER LEVEL** is 70°F during the day and 65°F at night.

WANDERING MONSTERS

Every even-numbered turn (2, 4, 6), the DM should make a check for a wandering monster. A roll of 1 on d6 indicates an encounter if the party are exploring; if they are holed up in an empty room for an extended period, roll d12 instead. The monster will be 20–120 (2d6×10) feet away when encountered.

Use the table given here to determine the type of monster encountered. The “Max.” column represents the maximum number of a given creature that may be encountered here. For example, once the party have encountered 16 bandits, any subsequent 1 result should be treated as no encounter.

d12	Monster	No.	Max.
1	Bandits	d8	16
2	Clerics	d8	8
3–4	Goblins	2d4	8
5–6	Hillmen	d6	6
7–8	Hobgoblins	d6	6
9	Soldiers	d6	6
10	Thieves	2	2
11–12	Tirapheg	1	1

Bandits

(See **PART 3: LOWER LEVEL**; any killed there will not be encountered here.)

Clerics

(See **area 61** for clerics #1–7; any killed there will not be encountered here. Cleric #8 is Catharandamus himself; see **area 60**.)

Goblins

(See **area 52**; any killed there will not be encountered here.)

Hillmen

(See **area 58**; any killed there will not be encountered here.)

Hobgoblins

(See **area 67**; any killed there will not be encountered here.)

Soldiers

(See **PART 3: LOWER LEVEL**; any killed there will not be encountered here.)

Thieves

(See **PART 3: LOWER LEVEL**; any killed there will not be encountered here.)

Tirapheg

(See **area 74**; if slain there, treat this as no encounter.)

KEY TO UPPER LEVEL

48. WATCH ROOM

This room is higher than the surrounding countryside, so that guards could look out on the surrounding land when standing watch. There are windows in the north, west, and south walls. In the center of the room is an iron ladder. The ladder leads to a trapdoor in the ceiling.

49. WATCHTOWER

This watchtower room has six windows overlooking the surrounding lands. A trapdoor is in the center of the floor. Several arrows are embedded into the trapdoor, and a broken short bow and a long sword lay beside it. There is a door in the east wall.

50. PASSAGEWAY

As soon as the PCs open either door, bright light will fill the hallway, and all that will be seen are three bastard swords fighting one another as if by themselves. It is an illusion placed here by the palace magic-user to frighten intruders who may decide to enter through the tower. The illusion is triggered by either door opening without the password “Ehlissa” being spoken. If any character touches the illusion, it will be dispelled.

51. LABORATORY

This partly intact ancient laboratory holds the remains of several experiments, small scraps of paper, beakers, and a variety of other equipment spilled across two large oaken tables. A suit of dull iron plate mail stands in the northeast corner of the room, posed with a shield. A polishing cloth is draped over the shield. An empty bookcase leans against the north wall, and a destroyed bookcase lies on the floor near the south wall. Within the suit of armor is:

1 flesh golem (AC 3/2 [plate, shield]; MV 6"; HD 9; hp 40; #AT 1; Dmg 2d8; SD hit only by magic weapons, immune to most spells; Int Semi; AL N; SZ L; THAC0 12; ML —; XPV 2,380).

The golem was placed here long ago. It still serves its purpose: to defend the lab from anyone who enters. It punches with one fist, using the other hand to defend with its shield. Unless it goes berserk (1% cumulative chance per round), the golem will not pursue intruders beyond this room. One of the scraps of paper from the pile on the tables is an **MU scroll** (*comprehend languages*, *hold portal*, and *read magic*, each cast at 9th level).

52. STOREROOM

This room once held stores of various sorts but has long since been cleaned out. It now serves as a lair for 2d4 goblins (less any killed as wandering monsters):

- #1 (AC 7/6 [ring mail, buckler]; MV 6"; HD 1-1; hp 5; #AT 1; Dmg d6+1 [footman's military pick] or d6 [shoddy short sword]; Int Avg; AL NE; SZ S; THAC0 20; ML 50%; XPV 15);
- #2-3 (hp 4, 3; Dmg d4+1 [sling, 6 bullets] or d6 [shoddy short sword]; XPV 18, 17);
- #4 (hp 3; Dmg d6 [short spear] or d6 [shoddy short sword]; XPV 17);
- #5-6 (hp 3, 6; Dmg 2d4 [morning star]; XPV 13, 16);
- #7-8 (hp 2, 2; Dmg d6 [short spear]; XPV 12 each).

Each carries an average of 11 sp. These jebli usually run errands for Catharandamus. They do not like his dwur retainers, but their fear of the cleric's power keeps them from attacking the dwur outright. Catharandamus keeps the goblinoids around to balance off the hillmen—he doesn't trust Ali. The goblinoids and hillmen don't like each other, and there is a certain amount of brawling and backstabbing when their leaders are not watching.

53. BEDROOM

The door to this room is slightly askew and does not close tightly. A plain, single bed and a huge wooden and metal desk dominate this sparsely furnished bedchamber. A broom lies in the southwest corner near a pile of dirt. A tattered pair of silk bedroom slippers lie at the foot of the plain bed. A small chest of drawers with attached mirror has been turned over.

Hiding under the bed is a small black cat. It will appear as a harmless domesticated creature, but is actually:

- 1 changecat (AC 8 [7]; MV 9" [15", 45" sprint]; HD 4; hp 13; #AT 2 [3]; Dmg d2/1 [d3/d3/2d6]; SA rear claws for d2/d2 [d4/d4] if front claws hit; SD surprised 1-in-6; Int Ani; AL N; SZ S [M]; THAC0 15; ML 85%; XPV 137; see *Greyhawk® Adventures*).

Sewn into the mattress of the bed are 50 gp and 3 very small rubies worth 70 gp each. If the party carefully search the desk, there is a chance that they will find a secret compartment (detect as concealed door). The secret compartment holds a cloudy purple **potion of invisibility** in a ceramic flask.

54. WASHROOM

This is a deserted room. A mirror is hung on the east wall. In front of the mirror is a wash stand. On top of the wash stand is a porcelain bowl.

55. STUDY

A statue of a young girl playing with a dove is in the southeastern corner of this oddly shaped room. A large, hand-carved bookcase stands next to the northeastern wall. Two wooden benches, one in front of each of the two windows facing southwest, have scrolls lying on them. A dead potted tree sits in the northwest corner.

Hidden in the tree pot is a **scarlet egg of desire**. The 13 parchment scrolls are simply works of common reading (in Ancient Flan). However, the bands that hold them are pure silver (3 gp each).

56. BEDROOM

In this room is a massive canopy bed concealed behind thick, dark red curtains; a long dresser with matching chest of drawers; and a large, stuffed easy chair. Three matching rugs lay side by side on the floor. This room is haunted by:

1 poltergeist (AC 10; MV 6"; HD ½; hp 1; #AT 0; Dmg —; SA fear; SD invisibility, silver or magic weapons to hit; Int Low; AL LE; SZ M; THAC0 15; ML —; XPV 35; see *FIEND FOLIO™*).

As soon as the characters have entered, the curtains on the bed will begin to move as if someone were occupying the bed. Though nothing will be discovered there, a man-like form will appear to be in the bed under the covers. After 3 rounds have passed, drawers will open and close, and the rugs will move about on their own, attempting to knock down adventurers who may be standing on them. The easy chair will dance across the floor, then rise up into the air and spin about for a round before crashing back down on the floor where it originally stood. Finally, the decorative balls on the bedposts will unscrew themselves and fly through the air at the characters. Anyone hit by this attack must save vs. spell or flee in *fear* for 2d12 rounds.

There is nothing of value in this room.

57. ALCOVE

This small barred alcove looks into a temple room. There are two large cushioned chairs sitting here. A small book lies on the floor between them. The book was a prayer book, but is now just rotten leather and paper.

58. CHAPEL

The ceiling here is 18' high. This large room looks like a temple. The dais on the west wall appears harmless, but seems to change, in some way, each time it is looked at. (The stairs seem to appear and disappear. The holy symbol—a brass relief of a woman's face with multicolored fiery hair & ruby eyes—seems to move about on the wall.) Faint whistling can be heard from time to time. It seems to almost have a melody.

This former chapel to Joramy has been tainted by Chaos. Anyone mounting the dais must save vs. paralyzation or be *held* for 2 turns. Furthermore, anyone touching the brass relief must save vs. spell or flee in *fear* for 2 turns. If removed, the relief is worth 350 gp (50 cns. encumbrance).

If not encountered elsewhere, the following may be present here:

1d6 hillmen (AC 8/7 [leather, sm. wooden shield]; MV 12"; HD 1; hp 5, 5, 3, 7, 6, 4; #AT 1; Dmg d6 [short spear]; Int Low; AL [C]N; SZ M; THAC0 19; ML —; XPV 15 [×2], 13, 17, 16, 14).

These wild men of Sunnd extraction wear wolf skins and serve the "Great Bear" (the werebear Ali; see **area 60**). They will attack the Ahlissan soldiers on sight and almost anything else when in battle rage. However, they will never attack Ali and will fight to the death in her defense. Their actions are unpredictable, though prone to violence.

59. SANCTUARY

This room is filled with holy symbols from many different religions: the clasped hands of Allitur, the green disk of Beory, the eye in a pentagram of Boccob, the face of Joramy, the golden sun of Pelor, the white heart of Rao, the wrapped hand of Zodal—even the ruby-hearted mountain of Ulaa. A **horseman's mace of disruption** hangs on the wall between two windows that open onto the surrounding lands. The windows face northwest.

Unless the PCs are silent, after 1 turn a secret door will open behind a tapestry on the east wall. Catharandamus (see **area 60**, unless encountered elsewhere) will step out and challenge the PCs. He will want to know why they are in his domain.

If Catharandamus is satisfied with the party's answers, he will appear to be friendly. He may ask for an offering. He may also sell the party one bottle of Keoish Blue (see **area 60**). He might even ask the party to join him! (If the party agree, they become his retainers, and the DM can develop the campaign from there—the party may even end up defending the palace from NPC parties!)

If he is not satisfied with their answers, he will announce that he will attack if they do not leave now. After he announces that he will attack, two dwur and a female human will step out from the secret door to join him. The dwur will move out first, letting Ali follow (who will be in human form). They will attempt to capture their opponents in order to question them.

60. SECRET CLOSET

Catharandamus, Suel priest of Ralishaz (AC 2 [plate +1]; MV 12"; Ftr//Clr 2//3; hp 15; #AT 3/2; Dmg d6+3 [quarterstaff, spec.]; SA *sleep* by gaze [1 creature in 10' range, duration d20 rounds, save vs. spell negates]; AL CN[E]; SZ M [6'3", 232#]; THAC0 19; ML 60%; XPV 170; S 16, I 12, W 17, D 12, C 10, Ch 14, Cm 15; mature, cautious, scheming; Spells: *cause fear*, *cure light wounds*, *darkness*, *endure heat*, *aid*, *spiritual hammer*, *vicissitude* [see **PART 7: NEW SPELLS**]).

Catharandamus wears a varicolored robe over his plate mail, with three bone sticks (the holy symbol of Ralishaz) depending from a thong around his neck. He also carries a hammer and the key to the locked chest (q.v.). This cleric is careful and clever. He will not fully trust anyone and will always have an escape or some other plan ready. (The DM should decide what he will do before any action develops—especially what he would do if the party suddenly attacked.)

Catharandamus uses people. He does not mind seeing other characters die if it helps his own plans, but he will not carelessly kill someone who might be useful later. He will not reveal why he is here, though he may lie about it. He has an odd sense of humor and is very, very dangerous.

Ali, Suel swordswoman (AC 8 [leather]; MV 12"; Ftr 3; hp 21; #AT 3/2; Dmg d6+3 [sword of Spartusia, spec.]; AL CN[G]; SZ M [5'6", 140#]; THAC0 15; ML 66%; XPV 476; S 15, I 15, W 8, D 13, C 16, Ch 8, Cm 15; youthful, trusting, secretive);

Ali, young werebear (AC 2; MV 9"; HD 6; hp 21; #AT 3; Dmg d3/d3/2d4; SA hug for 2d8; SD hit only by silver or magic weapons; Int Exc; AL CN[G]; SZ M; THAC0 13; ML 75%; XPV 476).

This pretty young adventuress was bitten by a werebear and infected with lycanthropy early in her life. Since then she has been drifting from place to place. She moves on each time the local peasants or soldiers come too close to discovering her secret.

Catharandamus learned of her secret and realized she would be a powerful servant. She now looks on him as a kindly father figure and will fight to protect him. (Catharandamus doesn't really care about her, though he is careful not to let her know this.) She owns the magic **sword of Spartusia** (see **PART 8: MAGIC ITEMS**). If hostilities ensue, Ali enters melee in human form. Should she suffer 7 hp or more of damage, she will transform to her werebear form (losing 1 round of action, and suffering 1 hp damage as her leather armor bursts off).

Borun, hill dwarf warrior (AC 3/2 [plate, shield]; MV 6"; Ftr 3; hp 12; #AT 3/2; Dmg d6+3 [footman's military pick, spec.]; AL CN; SZ S [4'3", 158#]; THAC0 17; ML 60%; XPV 108; S 15, I 11, W 10, D 8, C 14, Ch 8 [9], Cm 14 [16]; mature, clean, aloof);

Skjorm, hill dwarf warrior (AC 3/2 [plate, shield]; MV 6"; Ftr 3; hp 16; #AT 3/2; Dmg d6+2 [short sword, spec.]; AL CN; SZ S [3'10", 135#]; THAC0 17; ML 60%; XPV 124; S 13, I 11, W 13, D 12, C 14, Ch 6 [7], Cm 4 [5]; mature, dirty, violent).

These dwur are Catharandamus' retainers. They serve as his bodyguards, and he protects them from the goblinoids. No one knows why they are here, but they may be outcasts who have joined Catharandamus for loot. Perhaps he has some kind of a hold on them or has tricked them into serving him. They might even have goals of their own—spying for the Dwur King, looking for a precious dwur treasure buried below the palace, and so on. The DM should work out something interesting.

Palace of Queen Ehlissa

The treasure owned by the four is in this secret room, in addition to their bedrolls and 12 days' standard rations. A small wooden chest sits on top of a table, surrounded by four chairs. The chest is trapped with a poisoned needle trap.

A close inspection of the chest will show that the lock is in the form of a screaming face. The two eyes of the face can be pushed in. If both eyes are pushed in at the same time, the chest will be safe to open. If not, a poisoned needle will shoot out of the mouth when opened. Anyone opening the chest without precautions will be hit by the needle and must save vs. poison or die within 2 rounds. Inside the chest are 645 gp; 645 sp; a small belt pouch holding 10 small eye agates (50 gp each); a fragrant, thick, olive green **potion of ESP** in an unmarked ceramic flask; and 15 bottles of Keoish Blue brandy (250 gp each).

61. GAME ROOM

This small, quaint little room has a game table in the center. A dragonchess set, with a game apparently in progress (or never finished), sits upon it. A large map of the Flanaess has been painted on the floor, though the political boundaries are unrecognizable. Seven bedrolls lay spread out atop it. There is a window on the west wall. A fireplace on the south wall has fresh logs in it.

This room is a game and recreation room for Catharandamus and his friends. The dragonchess pieces are of gold and silver (2,000 gp for the set, 600 cns. encumbrance). There is a bottle of Keoish Blue brandy (250 gp) sitting on the mantle of the fireplace. A meerschaum carved bowl pipe (30 gp, 50 cns. encumbrance) and an empty goblet lie on one side of the table; an empty wine glass and a peacock fan lie on the other side of the table. The fireplace will blow soot all over anyone who tries to search it.

If not met elsewhere, 7 clerics may be encountered here:

- #1-4 (AC 3 [plate]; MV 6"; Clr 1; hp 5, 7, 5, 5; #AT 1; Dmg d6 [quarterstaff]; Int Very; AL CN; SZ M; THAC0 20; ML 50%; XPV 38 [×3], 42; Spells: *combine* [×4]);
- #5 (Clr 2; hp 8; ML 55%; XPV 74; Spells: *create water* [×2]);
- #6-7 (Clr 1; hp 6, 5; ML 50%; XPV 40, 38; Spells: *darkness* [×2]).

These lesser clerics of Ralishaz serve Catharandamus. They will attempt to warn him of intruders without leading the party to **area 60**. They will aid the jebli and hillmen if there is a fight, but their first loyalty is to their master, Catharandamus. Each cleric wears a varicolored robe over his plate mail, with three bone sticks (the holy symbol of Ralishaz) depending from a thong around his neck.

62. BALLROOM

This large ballroom is decorated in silver, red, and blue. Two huge fireplaces, one on the west and the other on the east wall, hold the petrified remains of beasts that were once cooked in them: a couple of pigs, a deer, and a side of beef. A bell-shaped brass wire framework hangs from the 23' ceiling, supported by four white marble columns. Humming sounds can be heard. They have a very pleasant melody. The humming comes from:

- 1 harpy (AC 7; MV 6"/15" [MC: C]; HD 3; hp 16; #AT 2 or 1; Dmg d3/d3 or d6 [bone club]; SA singing & charm; Int Low; AL CE; SZ M; THAC0 16; ML 60%; XPV 193).

The harpy's nest is in the wire bell, 15' above ground level. It has no treasure.

62A: This balcony is blocked by vines and thorn bushes. The portcullises are raised by windlasses mounted along the inside wall. If the PCs decide to enter the balcony, they will be attacked by:

- 1 bloodthorn (AC 4 [tendrils] / 3 [trunk]; MV 0"; HD 5; hp 12 [+5 hp for each of 5 tendrils]; #AT d4; Dmg special; SA hit drains 25% of victim's initial hp; Int Non; AL N; SZ M; THAC0 16; ML —; XPV 1,220; see *Monster Manual II*).

63. PALACE COURTYARD

This area is roofless and paved with cobblestones. On a 1-in-6 chance, the harpy from **area 62** may be encountered here (if not already slain). Note the 1'-wide, 2'-long, 2'-high chimney that protrudes here from **area 7**, below.

64. ALARM

As the party cross this intersection, they will step on a hidden pressure plate that rings an alarm bell in **area 65**, alerting the monster there of the party's presence. The "click" of the pressure plate will be audible and obvious to the one triggering it, but the faint "ding" of the alarm bell will only be heard on a successful *hear noise* roll.

65. GREAT HALL

This large dining hall is paneled with rough wood. Wooden bracing beams run from floor to ceiling along all four walls, with three wooden columns down the center axis of the room. Crossbeams run from the bracing beams and columns, supporting the 18'-high wooden ceiling.

A long, U-shaped wooden table dominates most of the floor space. A huge fireplace is on the north wall. Desiccated animal heads, obviously hunting trophies, hang on the walls. A small brass bell is mounted high on the south wall, between the two doors.

This dining room was used for grand feasts. The wooden beams were intended to give it a "rugged" look. Hanging from the ceiling beams, waiting for the party, is:

- 1 tentamort (AC 3 [tentacles] / 1 [head/body]; MV 1"; HD 4 [head/body], 2 [per tentacle]; hp 18 [+7 hp for each of 2 tentacles]; #AT 2; Dmg d6/d6; SA constriction, paralyzation, dissolve organs; Int Ani; AL N; SZ L; THAC0 16; ML 85%; XPV 667; see *FIEND FOLIO*).

This monster will be warned of the party's approach and impossible to surprise, unless they avoid the pressure plate at **area 64**. If the party search the room, they may find 78 sp, a purse of 13 very small rubies (20 gp each), and a silver-tipped arrow hidden under a loose stone in the fireplace.

66. WASHROOM

This room contains a counter along the east wall. Beneath the countertop are a pair of sliding cabinet doors. The room otherwise appears to be empty.

This is a room where hunters cleaned up after a hunt. Beneath the counter are shelves filled with basins for holding water, bars of dry soap, and moldy towels. The room is empty of monsters and treasure.

67. STORAGE ROOM

If not already slain as wandering monsters, d4+1 hobgoblins will be present here:

- #1-2 (AC 5 [chain]; MV 9"; HD 1+1; hp 9, 6; #AT 2 or 1; Dmg d6 [short composite bow, 6 arrows each] or d8 [long sword]; Int Avg; AL NE; SZ M; THAC0 18; ML 51%; XPV 46, 40);
#3-4 (hp 6, 2; #AT 1; Dmg d8 [bec de corbin]; XPV 32, 24);
#5 (hp 3; #AT 1; Dmg d8 [military fork]; XPV 26);
#6 (hp 2; #AT 1; Dmg d6 [short spear]; XPV 24).

These high jebline usually run errands for Catharandamus. They do not like his dwur retainers, but their fear of the cleric's power keeps them from attacking the dwur outright. Catharandamus keeps the goblinoids around to balance off the hillmen—he doesn't trust Ali. The goblinoids and hillmen don't like each other, and there is a certain amount of brawling and backstabbing when their leaders are not watching.

Each high jebline carries an average of 5 gp & 16 cp. They have hung a gong behind the door, which will ring loudly if the door is forced (as adventurers are wont to do). This noise will both alert the high jebline to intruders (negating surprise) and necessitate an immediate wandering monster check to see if any other creatures are attracted.

This room holds piles of broken furniture, which the high jebline have pushed to the walls. Six bedrolls are spread about the middle of the floor. In addition to their carried coinage, the high jebline also have a large sack with 285 gp in it.

68. LOUNGE

This room contains several marble couches. A small marble table and marble bench sit in front of the fireplace. Thick layers of dust cover the furniture and floor. No one has been in this room since the palace was deserted. The door to **area 69** is of iron, with an inset lock.

69. BEDROOM

The iron door to this room is locked. This bedchamber has an eerie appearance. Dust and cobwebs cover everything so thickly that it is nearly impossible to distinguish exactly what furnishings are here. (Note also the *non-detection* aura that encompasses most of the room.)

In this room are a bed, a large chest filled with old nightshirts, a stool, and a wardrobe (empty). If the PCs venture into this room, their movement rate will be cut by 1/4 because of the thickness of the dust and cobwebs. If the PCs spend more than 2 turns in this room, a phantom (see *Monster Manual II*) of an elf without feet or hands will appear floating above the bed and remain there until someone sees him. When he is noticed, he will smile cruelly and then move toward the person who saw him, waving his arms wildly. He will sweep down on the character, but not touch him.

Anyone seeing the phantom must save vs. spell at -2 or flee for 7 rounds as if under the effects of a *fear* spell. The phantom's actions will continue for 3 rounds, after which time the elf will disappear, and all that will remain is laughter echoing off the walls. When the laughter stops, the door will slam shut and lock.

70. TREASURE ROOM

A single pedestal with a golden birdcage on top of it stands in the middle of this room. A bejeweled golden songbird sits on the lower of two perches inside the cage. This is **Queen Ehlissa's Marvelous Nightingale** (see **PART 8: MAGIC ITEMS**); note the *non-detection* aura here.

As soon as the golden cage is touched, both Queen Ehlissa and her knight in silver and blue armor will appear. They are not illusions. They are:

2 ghosts (AC 0; MV 9"; HD 10; hp 30, 30; #AT 1; Dmg age d4×10 years; SA age 10 years & panic on sight; SD silver or magic weapons to hit, spell immunity; Int High; AL CE; SZ M; THAC0 10; ML —; XPV 4470 each).

The ghost of Queen Ehlissa appears as she did in life: a young maiden with reddish-brown hair, wearing a silver gown and a silver and ruby coronet. She holds (and strikes with) a silver scepter topped with a very large ruby. The ghost of the knight appears as described in **area 15**: a tall, gaunt figure with leathery yellow skin, dressed in ornate silver and blue splint armor. He attacks with a silvery two-handed sword.

The ghosts are bound to the **Nightingale**. They will not use their *magic jar* powers, always taking semi-material form to physically attack any persons in the room. If the intruders flee immediately, the ghosts cannot pursue beyond the 30' radius of the **Nightingale's** *non-detection* sphere. If a PC tries to grab the **Nightingale** and run, the ghosts will relentlessly haunt him until turned or destroyed.

If the ghosts are turned, they withdraw to the Ethereal Plane. If the **Nightingale** is then moved so that the point at which the ghosts became Ethereal is outside its *non-detection* sphere, they will be unable to re-enter the Prime Material Plane and ever will remain Ethereal. Should the soul of Queen Ehlissa be permanently laid to rest by destroying her ghostly form (perhaps using the **mace of disruption** in **area 59**), the ruby from her scepter will be left behind. It is worth 10,000 gp.

The instant the **Nightingale** is seized by any character (regardless of alignment), its zone of *antipathy* is negated.

71. SITTING ROOM

Several chairs and tables form a semicircle in front of the fireplace in this room. A worn rug lies rolled up in the southwest corner, and three knitting baskets sit beside it. On a small table near the fireplace is an engraved copper and silver drinking vessel.

Hanging over the fireplace is a portrait of Queen Ehlissa. She is holding a beautiful, blood-red ruby the size of an apple. Her smile betrays a hint of mischievousness.

The only thing of value in the room is the ornate mug. It is **Zagyg's flowing flagon** (see **PART 8: MAGIC ITEMS**).

71A: Shelves line this room. They are all empty now. An iron pot lies on the floor next to a small table and chair in the center of the room. A large wooden chest rests upon the table.

The iron pot on the floor is a self-lighting cooking kettle, a hobniz device with a self-contained oil reservoir, flame adjustment knob, and whistling valve to signal when food is cooked (20-gp value, 60 cns. encumbrance). However, the table, chair, and chest are actually:

1 mimic (AC 7; MV 3"; HD 7; hp 26; #AT 1; Dmg 3d4; SA glue; SD camouflage; Int Avg; AL N[G]; SZ L; THAC0 13; ML 80%; XPV 1,260).

In addition to its own uncanny tongue, the mimic speaks a smattering of Dwur. If touched, it will hold fast the member contacting it and open its mouth (the chest lid), pleading in its gravelly timbre, "Mimic needs food—badly." If offered food, the mimic will release its hold and can be treated with. It has some knowledge of the palace layout and inhabitants, though only in simple terms. The mimic will attack only in self-defense.

72. BATHING ROOM

The walls of this lovely bathing room are painted with peaceful scenes of spring and summer. The ceiling and floor are mirrored and the floor retains some of its original polish. Many small and lovely soft soap containers are scattered randomly about the room.

An ornate marble and silver-enameled oval bathtub is against the eastern wall. Bath oil pearls litter the now-empty tub. A silver enameled towel rack standing next to the tub holds the remains of a thick towel and wash cloth.

At the head of the tub is a delicately sculpted tray. Sitting on the tray are three small stones. One stone is red, one is blue, and the other is yellow.

This particular bathtub is magical. If the red stone is placed in the tub, the tub will fill with hot water. If the blue stone is placed in the tub, the tub will fill with cold water. If both stones are placed in the tub at the same time, the tub will fill with warm water. If the yellow stone is placed in a tub full of water, the water will disappear. The tub will fill to capacity in 3 rounds; it will empty in 1 round.

A small coffer holding 41 gp is hidden under a loose brick in the fireplace.

72A: This small room is lined with hangers and hooks. A chest of drawers is against the east wall. This was Queen Ehlissa's closet. It is now empty of clothes or other valuables.

73. EHLISSA'S BEDROOM

A huge, ornate, once lavishly decorated double canopy bed is directly across from the set of double doors. The bedposts resemble vines, nymphs, and birds all intertwined. The bed is covered in dusty, dull red velvet. Tapestries line three of the walls with lovely and peaceful scenes of maidens riding on unicorns, playing in still pools that abound with plant life, and singing under starry skies lighted by a full moon.

To either side of the doors is a large, hand-carved chest of drawers, both with mirrors that are veined in silver. A small cushioned chair and matching footstool are at the end of the bed. On the footstool is a small makeup palette and pestle.

This was Queen Ehlissa's room. It has remained untouched by man or monster since the day she left it. The furniture and cloth here, as well as in the rest of the palace, are rotten and of no value. All the drawers have been emptied, and no clues or other information can be gained. The makeup palette is gold and was used for crushing colored powders for eye makeup (1,000-gp value, 30 cns. encumbrance). The view from the windows is into an overgrown garden.

73A: This was a guard station. This small room has only one stool and a table shoved out of the way against the north wall. A small sack containing 74 cp sits beneath the stool. There is a windlass on the south wall.

The windlass is used to lift the portcullis in the hallway, which is presently lowered. The latch on the windlass tends to slip, and the portcullis will crash down d6 rounds after it is raised. If a PC is walking beneath the portcullis at the time, he must save vs. petrification or suffer 2d10 hp damage.

The DM should roll on the wandering monster table when the PCs approach this area. If the d12 roll is 2–8, one or two of the listed creatures will be encountered here as a guard(s), unless already slain elsewhere. Treat other results as no encounter.

74. GUARDROOM

The room contains a wooden table and several wooden chairs. A large pallet lies against the western wall near several large cushions. A small wooden chest and several smaller boxes line the north wall from corner to door.

There is a fire burning in the fireplace and a large pot of horrible-smelling food cooking in it. Lying next to the fireplace is the body of a soldier in chain mail, with a buckler displaying the boar's head device of South Province. Living in this room, and present 20% of the time, is:

1 tirapheg (AC 10; MV 3"; HD 2; hp 15; #AT 3; Dmg d4/d4/d4; SA strangle; SD illusions; Int Avg; AL CN; SZ M; THAC0 16; ML 55%; XPV 103; see *FIEND FOLIO*™).

This odd creature mainly wants to be left alone, but will fiercely defend itself and its territory if attacked.

The small chest at the north end of the room contains incidental treasure the tirapheg has collected from some of its past victims: 45 gp, 13 cp, a 150-gp string of pearls (15 cns. encumbrance), a 100-gp silver necklace (15 cns. encumbrance), 5 100-gp silver bracelets (10 cns. encumbrance each), and a locked teak box worth 150 gp. Within the box (the key is lost) are 3 thick, cloudy gray, strongly aromatic **healing potions** in unmarked ceramic flasks. However, hidden behind a loose stone in the north wall (detect as secret door) is a far greater treasure, which has been here since the palace was abandoned: a small wooden chest holding 2,257 gp and a **crystal ball**.

75. ALE ROOM

On a stand in the southeast corner of the room sits a cask. The cask has been tapped with a spout, though its contents have long since evaporated. A cabinet next to the cask holds dozens of glasses.

The room also contains a half-dozen wooden chairs. A heavy iron bar leans against the wall by the east door. This room is empty of monsters or treasure at present.

76. THRONE ROOM

The ceiling here is 18' high. Across from the double doors of this huge room stands a massive, hand-carved wooden throne upon a dais. Two statues of warriors, one to either side of the throne, stand as silent guardians. In the center of the room are two huge columns. There are fireplaces on both the east and the west walls.

Tapestries hang on the north wall. They record scenes of pomp and procession, royal galas and feasts once held in great halls. A small brass bell hangs from the wall to the west of the throne, with a pull cord leading through the wall and down to **area 36**. In the southeast and southwest corners are two more statues, duplicates of the ones guarding the throne.

If the PCs linger here for more than one turn, check once for wandering monsters.

77. PALACE GARDEN

This garden is overgrown with weeds. Water can be heard, but not seen. The paths have disappeared into the underbrush, and the only statue is now completely grown over with thick vines. Wrapped around the statue is:

1 bloodthorn (AC 4 [tendrils] / 3 [trunk]; MV 0"; HD 5; hp 18 [+5 hp for each of 5 tendrils]; #AT d4; Dmg special; SA hit drains 25% of victim's initial hp; Int Non; AL N; SZ M; THAC0 16; ML —; XPV 1,430; see *Monster Manual II*).

Also inhabiting this plush garden are:

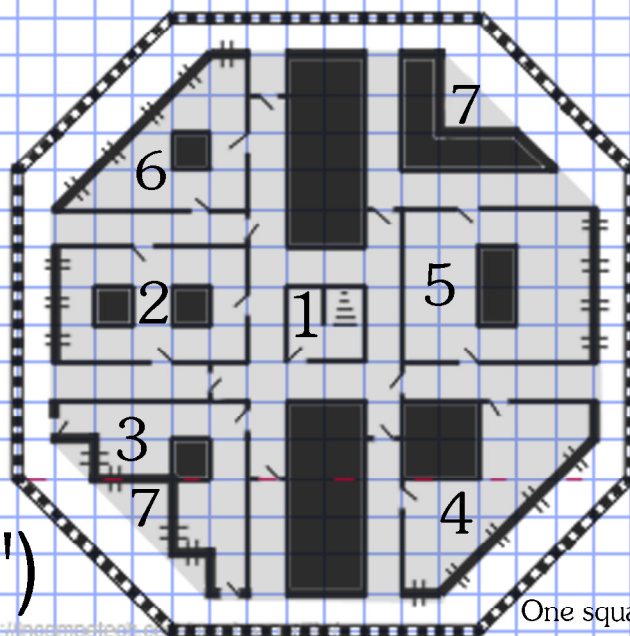
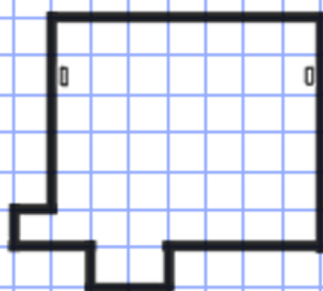
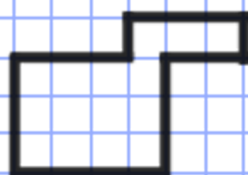
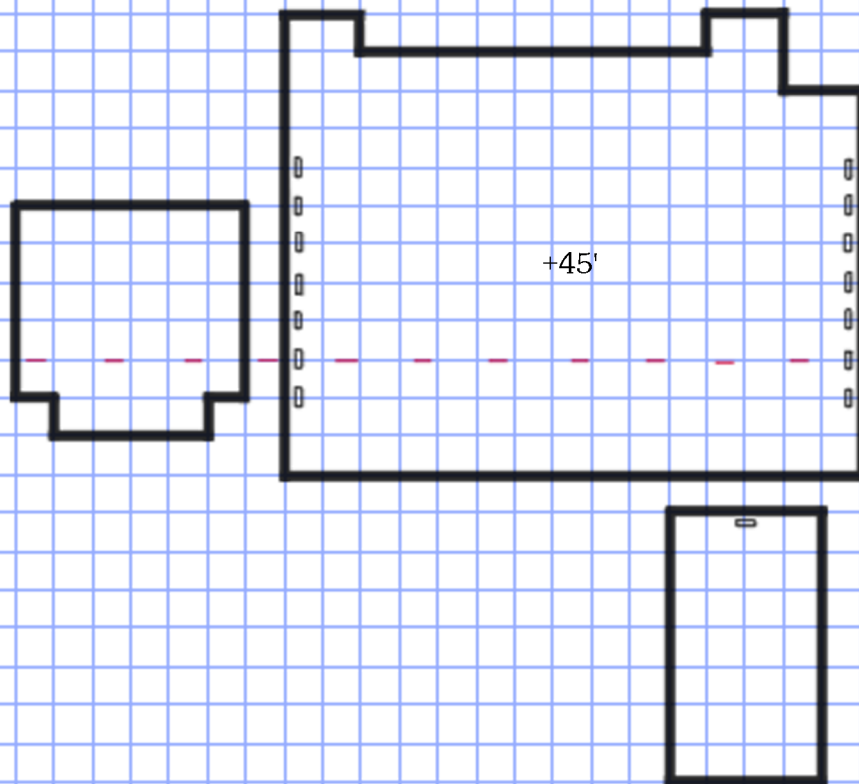
8 archer bushes (AC 7; MV 3"; HD 2; hp 6, 6, 6, 6, 6, 6, 6, 6; #AT 1; Dmg d4; Int Non; AL N; SZ S; THAC0 16; ML —; XPV 40 each; see **PART 6: NEW MONSTERS**).

The archer bushes and bloodthorn work together. The bloodthorn needs a victim's blood, and the archer bushes need the victim's flesh. The archer bushes will attack anyone moving within 20' of their positions. The bloodthorn will attack anyone within 5' of the statue (typically someone descending the stairs).

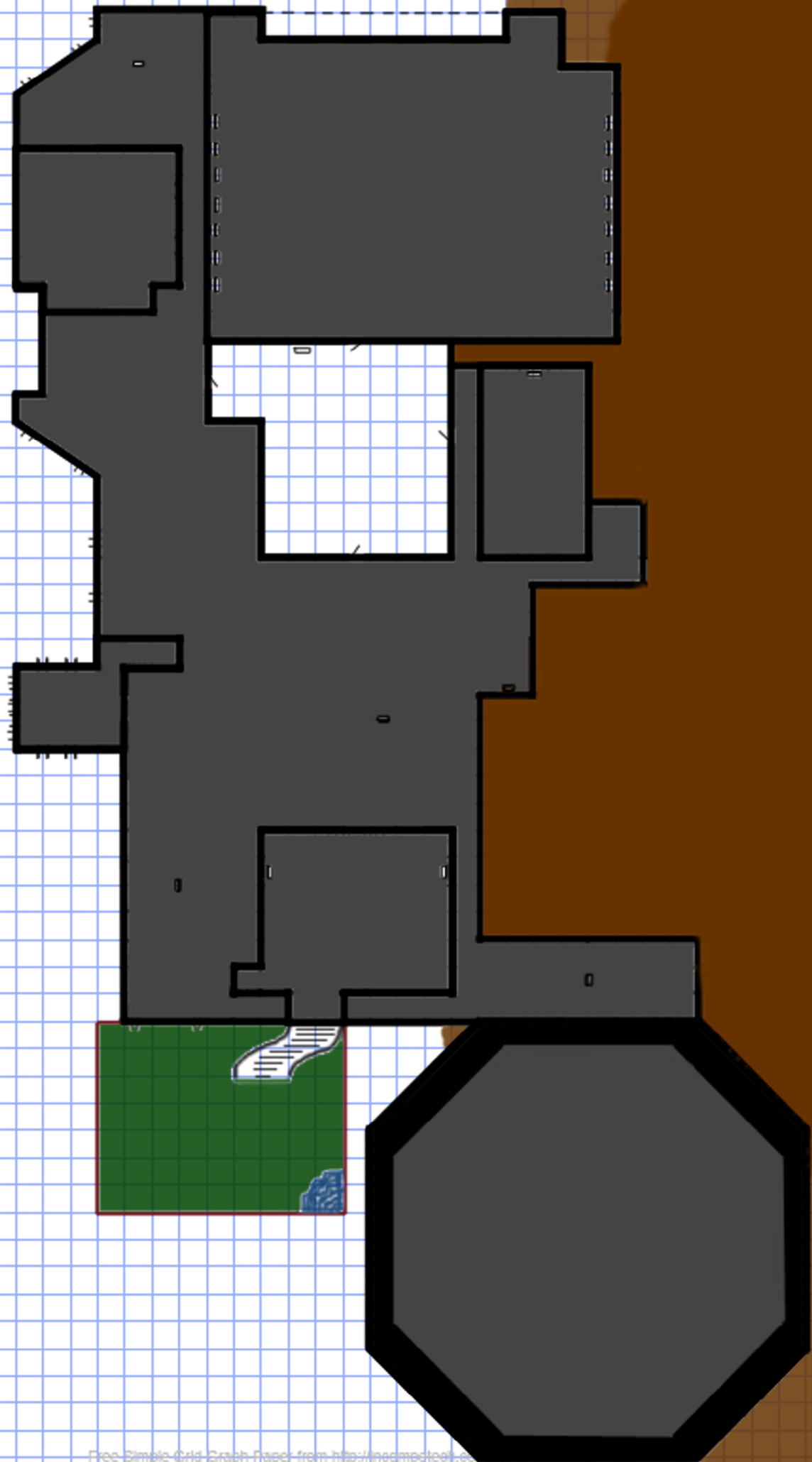
A fountain can be found by carefully searching near the southeast corner of the garden. The fountain has healing powers that will cure each person once and replace all lost hit points. Any attempts to use the water again will not be successful. Neither will the healing power of the water remain if taken out of the fountain; the water must be drunk or lapped up straight from the fountain.

A veritable hoard of magic items is buried just below the surface of this garden, indigestible remnants of the plants' past victims. For each man-turn of digging, the PCs have a 20% chance to unearth one of the following items:

<u>d12</u>	<u>Magic Item</u>
1	gold ring of fire resistance set w/ very small ruby
2	gold ring of spell storing set w/ very small sapphire (<i>invisibility to undead</i> ; <i>silence 15' radius</i> ; <i>feign death</i> ; <i>negative plane protection</i> ; <i>speak with dead</i>)
3	bone rod of cancellation tipped w/ large black sapphire
4	rod of lordly might (48 charges; command words <i>Kadin</i> "Think stone", <i>Ul</i> "Flee", <i>Mazarbur</i> "Make me strong", in Dwur)
5	helm of teleportation
6	periapt of wound closure (appears as small, rune-graven hematite)
7	man-sized mithral chain mail +1
8	elf-sized meteoric iron chain mail +1
9	Bakruuktal (lit. "Cutter of Long Foes"), long sword +1, +4 vs. reptiles (Int: 14; Ego: 8; AL: NG; speaks Dwur & Noniz; detects evil 1" radius; detects magic 1" radius)
10	meteoric iron long sword +2 , giant slayer
11	dagger +1, +2 vs. size S creatures
12	horseman's mace +1



Tower Level (+40')



PART 5: GUARD TOWER LEVEL

This entire level is guarded by the vaati Rafiq. No room will have a monster, treasure, or trap placed in it. The rooms are numbered, and a brief description of each is given. The DM may at a later time decide to remove the vaati and place monsters, treasure, and traps in this area. As on the **UPPER LEVEL**, the average interior temperature here is 70°F during the day and 65°F at night.

This area is to be considered a resting place, a haven for non-chaotic characters. No chaotic character may enter here without being challenged by Rafiq. Non-chaotic characters will be allowed to come and go freely.

Rafiq, vaati haikjadeam (AC 1; MV 12"/12" [MC: A]; Pal 7; hp 29; #AT 2; Dmg d6+2 [longbow +2, 20 arrows] or d10+7 [two-handed sword +2]; SA *dust devil, gust of wind, SD feather fall, reveal truth, calm air, detect chaos, protection/chaos 1" radius, +2 on all saves, lay on hands 14 hp, cure disease 2/week; Int Exc; AL LN[G]; SZ M [7', 275#]; THAC0 12 or 9; ML 80%; XPV 1,640; see **PART 6: NEW MONSTERS**).*

Rafiq is charged with protecting all non-chaotic creatures who may enter the guard tower. The vaati uses the *detect chaos* ability to scan any creature entering the protected area. Any chaotic will be immediately attacked.

Rafiq will not attack non-chaotics, even in self-defense. The vaati know that lawful beings would not attack them if they understood the vaati's purpose. As superior beings, they overlook the mistakes of other lawfals and help lawfals gain a better understanding of how to live properly. To them this means protecting lawful things and eliminating the chaotic things to make a better world.

KEY TO GUARD TOWER LEVEL

1: This is the top of the stairwell. A weapon rack is against the south wall. It holds two long swords, a horseman's mace, and a dagger, all in fairly good condition.

2: This room resembles an enclosed walkway. Three windows line the west wall. In the center of the room are two massive square columns. Four weapon racks are in this area, but all are empty.

3: This strangely shaped room is divided into two sections, one facing south and the other west. Each section has one empty weapon rack and two windows. A large gong can be seen from two of the windows in an alcove.

4: This room is sectioned off into two chambers. Empty weapon racks hang against the north wall and the west wall. There are five windows on the southeastern wall. The vaati Rafiq normally dwells in the southern half of this room, beyond the range of the **Nightingale's antipathy** effect.

5: This large room has two empty weapon racks, a long one and a short one, and four windows on the east wall.

6: This room has a large square column in the center and two empty weapon racks, one on the east wall, the other on the south wall. There are five windows on the northwest wall.

7: If the PCs hit one of these gongs, the sound can be heard for miles. It may alert any wandering monster in the surrounding lands, thus causing a problem when the adventurers decide to head back to town.

The battlement encompasses the entire guard tower. All the windows have *glassteel* secured over them to keep out cold, wind, and rain. The central portion of the guard tower is roofed, as indicated by the shaded area on the map. The walkway around the battlements is clear.

PART 6: NEW MONSTERS

ALLIP

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *5*
MOVE: *12"*
HIT DICE: *4+4*
% IN LAIR: *75%*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *Babble, madness, Wisdom drain*
SPECIAL DEFENSES: *+1 or better weapon to hit, immune to sleep, charm, & hold spells*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Very*
ALIGNMENT: *Neutral evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE:
V/325 + 5/hp

An allip is the spectral remnant of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink. An allip may be turned as a wraith.

An allip cannot speak intelligibly. It constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 6" of an allip must save vs. spell or be affected as though by a *hypnotic pattern* spell for 2d4 rounds.

An allip is unable to cause physical harm, although it doesn't appear to know that. It keeps flailing away at enemies, yet it inflicts no wounds. An allip temporarily drains d4 points of Wisdom each time it hits. On each successful attack, it regains 5 hit points (if it has been damaged).

Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and likewise loses d4 points of Wisdom. A character whose Wisdom drops below 3 becomes a mindless automaton, unable to take any action of his own volition. Lost Wisdom points are restored at a rate of one per day, or two per day with complete bed rest.

ARCHER BUSH

FREQUENCY: *Rare*
NO. APPEARING: *1-20*
ARMOR CLASS: *7*
MOVE: *3"*
HIT DICE: *2*
% IN LAIR: *100%*
TREASURE TYPE: *V*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-4*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *S*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE:
II/28 + 2/hp

Archer bushes have sickly green and brown leaves, stunted trunks, and thorny brown branches. They resemble common wild bramble bushes. Archer bushes are commonly found in woodlands, scrub areas, and occasionally in mountains.

Archer bushes are carnivorous. They attack by shooting a spray of small thorns at a victim, inflicting d4 hit points of damage per spray. The range of the spray is 20 feet. Each bush can fire up to three such sprays per day.

The archer bush can uproot itself and move toward stricken prey. The trunk of an archer bush appears to be buried within a three-foot-high pile of leaves and twigs. This debris actually conceals a huge mouth filled with hard thorns that are used to devour disabled prey. The mouth is never used in combat.

Archer bushes sense targets by ground vibrations; thus, they can fire at invisible or otherwise camouflaged victims. Only creatures who approach in flight are spared an attack.

Clumps of archer bushes commonly fire in concert, as if cooperating in a primitive way, but this cooperation is based mostly on instinct. Encountering a single archer bush is rarely a great threat; a group of archer bushes, however, can be deadly. Druids sometimes cultivate and train archer bushes to guard their holy sites.

VAATI

FREQUENCY: *Very rare*
NO. APPEARING: *1-4*
ARMOR CLASS: *5 (or better)*
MOVE: *12"/12" (MC: A)*
HIT DICE: *4 (or better)*
% IN LAIR: *Varies*
TREASURE TYPE: *A, W*
NO. OF ATTACKS: *1 (or better)*
DAMAGE/ATTACK: *by weapon + STR bonus*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Exceptional to Genius*
ALIGNMENT: *Lawful neutral*
SIZE: *M (7' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *Variable*

The vaati (VAH-tee), or Wind Dukes, are a race of immortals dedicated to Law. Vaati look like statuesque humans. They are tall, muscular, and androgynous. As a rule, they wear no clothing, but usually wear belts or harnesses to carry weapons and equipment. Vaati have smooth, ebony skin, brilliantly white eyes that sparkle with inner light, and velvety black hair (which usually is kept closely shaved).

Vaati speak their own language, which is very rhythmic and melodic. It contains many complex whistling sounds. A group of vaati talking produce something that sounds more like chanting or wind whispering through the trees than conversation. Vaati adventurers also speak Common. When surprised or excited, however, a vaati tends to let out a whistle rather than use an exclamation peculiar to its adopted language.

Vaati are peaceful and prefer to negotiate rather than fight. If pressed into action, or faced with chaotic foes, they display considerable strength and ingenuity in combat. All vaati have the following spell-like powers usable at will: *control temperature 10' radius*, *dust devil*, *feather fall*, and *gust of wind*. They can use their *gust of wind* ability to double their flying movement for 1 round. Their spell-like powers function at 4th level or at their character level, whichever is higher.

Vaati are immune to all forms of aging and are resistant to attacks based on the element of air. No air elemental creature will attack a vaati or even approach within 5' unless the vaati attacks first. Even then, vaati receive a +2 bonus to all saving throws, armor class, and ability checks involving air-based attacks of any kind, and any damage suffered is reduced by -2 hp per die (minimum of 1 hp damage per die). Vaati have infravision with 9" range and can see through fog, dust, and similar air-based impediments to vision.

If they cannot avoid a fight, vaati usually try to gain a height advantage over their foes. They bombard the enemy with spells and missiles; they also use their *feather fall* ability to foil incoming missile attacks. A vaati's flesh is resistant to blows and provides an excellent armor class.

To most observers, even the most open-minded, vaati seem stuffy and overly concerned with formal rules. They are excruciatingly regular in their personal habits, and they have rules governing everything. They are quick to criticize any lapse in etiquette. Very lawful creatures usually are impressed by their behavior, but others find it tiresome.

Though fairly large and powerful, vaati eat very little. They seem to exist primarily on air. Although they can be slain or laid low by disease, vaati are immortal. Most vaati are at least 3,000 years old, and many are much older than that.

Haikjadeam

Haikjadeam are “paladins” of 4th–13th level (d10+3). They have Strength scores of 18/97, giving them a +2 attack bonus and a +5 bonus to damage. Haikjadeam’s paladin abilities are skewed toward Law and Chaos, rather than Good and Evil. For example, they have the ability to *detect chaos*, and their aura of protection is effective against chaotic creatures. They can command or turn undead, depending upon what action they deem most lawful under the circumstances. Generally, they only command lawful undead.

Haikjadeam have a base armor class of 3, which improves by 1 for every two levels the haikjadeam has gained beyond 3rd. A haikjadeam is usually armed with a two-handed sword, a longbow, and several daggers. The sword and bow have a +1 enchantment when used by a vaati, and the enchantment improves by 1 for every three levels the haikjadeam gains beyond 4th, to a maximum of +4. In the hands of a non-vaati, the weapons not only lose their enchantment, but also corrode, falling to pieces in 2d6 months. All haikjadeam have the two-handed sword as a weapon of choice.

In addition to the spell-like abilities available to all vaati, haikjadeam can *reveal truth* and *calm air* three times per day. *Reveal truth* functions as a *dispel magic* spell, but is effective only against illusions and other forms of magical deception. The spell can destroy illusion magic of all kinds, force *polymorphed* or *shapechanged* creatures back into their true forms, reveal invisible beings, and so on. If cast directly on a creature, the target must attempt a saving throw vs. spell or be forced to speak only the complete truth for 2d4 rounds. The target can refuse to speak, but evasions of the truth are not possible.

Calm air quiets all forms of wind in a 3" radius around the haikjadeam. All winds, magical or natural, are reduced to gentle breezes. Creatures from the Elemental Plane of Air cannot enter the radius—the circle of calm collapses if deliberately forced against a creature that normally would be hedged out. All sound-based attacks are negated within the radius. The effect lasts 3 rounds per level of the haikjadeam.

PART 7: NEW SPELLS

Vicissitude (Conjuration/Summoning)

Level: 2	Components: <i>S, M</i>
Range: <i>Special</i>	Casting Time: <i>1 segment</i>
Duration: <i>Special</i>	Saving Throw: <i>None</i>
Area of Effect: <i>Special</i>	

This spell allows the cleric to bend fate, but not without risk. When faced with any situation involving chance, the cleric need only make the mystic passes of this spell to receive a +10% bonus to the die roll (cf. **stone of good luck**). However, each time this spell is used, there is a non-cumulative 5% chance that it will backfire and produce the worst possible result for the caster. When applied to saving throws, this spell grants the caster a +2 bonus to the die roll (a roll of 1 still always failing), but if a natural 20 is rolled, disaster strikes, and the cleric suffers maximum damage from the attack. The cleric must be alive to use this spell and must have Ralishaz’ three-bone holy symbol openly displayed.

PART 8: MAGIC ITEMS

Harp of Calm: This silver-stringed, crystalline instrument is of exceptionally fine and tasteful construction. When played by a skilled harpist (a skill the player characters may lack), the clear and dulcet tones of the instrument produce an air of dignified calm. The effect lasts only as long as the instrument is played.

All listeners within a 3" radius are pacified, unable to attack or harm others, unless they save vs. spell. Spells and weapons that would directly or potentially harm others cannot be used. Those affected cannot physically impede the movement of other creatures, although they can barricade exits or position their bodies to obstruct movement. If any affected creature is attacked, the effect is instantly canceled on that creature.

The **harp of calm** can be played by a bard, a jester, or another musician. An unskilled character attempting to play it must roll one-half his Dexterity score or less (round fractions down) on a d20 each round of playing. If the die roll is a failure, the harp emits painful and discordant tones, enraging all within 3". Those enraged will attack the musician 50% of the time and the nearest target the remaining 50% of the time. This frenzy lasts for d4+1 rounds after the music stops (cf. **biwa of calm**, *Oriental Adventures*).

XP value: 1,200

GP value: 6,000

Queen Ehlissa's Marvelous Nightingale: The **Nightingale** was made by the combined efforts of Queen Ehlissa the Enchantress, the wizard Xagy, and the demigoddess Joramy some 17 centuries ago. Queen Ehlissa bent all to her will with the enchantments of the device, and throughout her reign of several centuries the **Nightingale** never escaped its confinement. With crystal eyes, tiny golden feathers delicately layered over its body, and a small wind-up key on its underside, **Queen Ehlissa's Marvelous Nightingale** is a beautiful golden songbird. The golden cage in which it is mounted is considered by some sages to be the prototypical **prison of Zagyg**; its *wizard locked* door can be opened only by a magic-user of 11th or higher level, or by use of a *wish* or an *alter reality* spell.

Constant Powers

- Radiates protective sphere of *non-detection* in 30' radius, blocking all forms of scrying and divination, as well as magical and psionic transportation. Those within this sphere neither hunger nor thirst.
- When the **Nightingale** is grasped (by opening the door and reaching one's hand into the cage), the possessor can *detect evil/good* at will.

Invoked Powers

A narrow groove with five notched slots is embedded in the bottom of the cage. When a small lever is moved, the **Nightingale** plays one of five different songs, each associated with a power. The cage door must be opened, the notch selected, the key wound, and then the door closed again (lest the **Nightingale** escape!). When so activated, the **Nightingale** opens its glittering wings, hops to the highest perch in the cage, and performs the selected song, its eyes shooting forth scintillating rays of brilliant color. Numbered from left to right, the songs are described hereafter:

1. *An Inspiring Overture:* as the *bless* spell for the possessor and all allies in hearing range. The song ends after 6 rounds, or if the cage door is opened.
2. *A Captivating Nocturne:* as the *hypnotic pattern* spell for up to 40 HD of viewers (save the possessor). The song continues for 20 rounds, or until the cage door is opened. Usable thrice per day.
3. *A Naturalistic Call-and-Refrain:* a *speak with animals* effect, by which the possessor's words are translated into sounds comprehensible to any animal within hearing range; the animal's reply (if any) is sung back to the possessor. The song ends after 4 turns, or if the cage door is opened. Usable thrice per day.
4. *An Interminable Waltz:* as the *slow* spell for up to 20 listeners (save the possessor). The song ends after 23 rounds, or if the cage door is opened. Usable once per day.
5. *A Fiery Battle March:* as the *emotion (rage)* spell for all allies in hearing range (save the possessor). The song continues for 20 rounds, or until the cage door is opened. Usable twice per day.

Palace of Queen Ehlissa

Prime Power

- Once per month, when the **Nightingale** is held and the desire so voiced, the possessor can reduce his apparent age by d12 years (as a **potion of longevity**, though with no chance of reverse effect). However, he must then save vs. death magic or lose 1 level of experience.

Malevolent Effects

- Yearning for item forces possessor to never be away from it for more than one day if at all possible. This effect manifests after song 4 or 5 is played, after the prime power is used, or after possessing the **Nightingale** for 2 weeks in any event.
- Each time the cage door is opened, regardless of precautions taken, the **Nightingale** has a 1% chance to escape. Woe betide all present should this transpire. The **Nightingale** will attack its former possessor and his associates psionically (most likely via *psionic blast*, unless one or more targets are themselves psionic). If these attacks should prove ineffective, the **Nightingale** will assume the form of a golden amoeba with a man's brain in place of a nucleus—an avatar of the Slaad Lord Ssendam!

Ssendam, Lord of the Insane (AC -6; MV 19"; HD 16+; hp 197; #AT 3; Dmg 2d8/2d8/2d8; SA level drain, spell use; SD +3 or better weapon to hit, regenerates 3 hp/round; MR 85%; Int Supra; AL CN; SZ M; THAC0 7; ML —; Psi 379/379; Att/Def All/All; XPV 28,695; see *FIEND FOLIO*TM).

Means of Destruction

If the **Nightingale** is released, and Ssendam's material form is destroyed, his avatar will be banished to Limbo for a century, and the gilded birdcage will explode in a blast of elemental chaos. All present must save vs. death magic at -5 or perish. Survivors may (at the DM's option) receive a benison from the goddess Joramy for eradicating her corrupted creation.

XP value: —

GP value: 112,500

Sword of Spartusia: This wondrous, ruby-bladed magic short sword once belonged to the legendary female warrior Spartusia Ericsdottir. The sword is believed to be cursed, a curse that causes it to constantly search for a true female descendant of Spartusia. The sword has had many owners, most of whom died horrible or embarrassing deaths. Recently there have been stories of the sword re-emerging from unknown depths, and it is now in the hands of a female werebear. It functions as a **short sword +2** in the hands of a Suel female; all others find that it will serve as a **cursed short sword +1**.

The blade of this sword was crafted from a single flawless ruby. The sword was given a trim and womanly appearance, both in size and beauty, to match the beauty of Spartusia and a bite that was deep to match her courage and strength. Males find the sword's build a little too delicate and feminine, but it seems perfect for the hand of a strong female.

What little history is known about the sword tells of Spartusia being swallowed up by the Oerth. The sword resurfaced many years later while a group of tribesmen were burying their old chief. The new chief claimed that it was a gift from their gods to him. However, three years later his wife murdered him and his mistress with the sword and then threw the sword and herself off a cliff into the raging sea.

The sword turned up about 100 years later in a fishing village. The whole village was burned to the ground by a horde of barbarians not long afterward. After that its fate was unknown until it came to be in the possession of the aforementioned werebear.

Int: 12; Ego: 3; AL: CN

sheds light in 15' radius when drawn

detects magic in 1" radius with concentration

XP value: 800

GP value: 4,000

Palace of Queen Ehliisa

Zagyg's Flowing Flagon: The first individual to pick up this ornate copper and silver flagon will be able to read the words of a toast engraved on it in his native tongue. When the toast is read aloud, the flagon fills with a pint of weak wine. Once drained, it refills with progressively stronger liqueurs, six in all, the last being a 160-proof brandy. A drinker is 90% unlikely to perceive the increasing alcohol content of each draught; thus, unsuspecting drinkers are quickly and easily made intoxicated and possibly brought to a stupor from the contents of the flagon. The following mechanics are suggested for adjudicating these effects:

- Each drinker has a tolerance level equal to 1/3 his CON score, rounded up. If a character is known to be a heavy drinker, he receives a +1 bonus to his tolerance level; if a character is fat, he receives a +1 bonus to his tolerance level. (Dwarves usually receive both bonuses.)
- A character can consume a number of drinks (each equivalent to about 1 oz. of alcohol) equal to his tolerance level with no effect. Once his tolerance level is exceeded, he becomes *slightly intoxicated*.
- For each drink after becoming *slightly intoxicated*, the character must make a successful CON check or become *moderately intoxicated*.
- For each drink after becoming *moderately intoxicated*, the character must make a successful CON check at a +4 penalty or become *greatly intoxicated*.
- For each drink after becoming *greatly intoxicated*, the character must make a successful CON check at a +8 penalty or become *comatose* for d4+6 hours.
- See *Dungeon Masters Guide*, pp. 82–83, for intoxication effects and recovery time.

The alcohol equivalents of the flagon's draughts are as follows:

<u>Draught</u>	<u>Quality</u>	<u>Drinks/Pint</u>
1	14-proof wine	1
2	20-proof wine	1
3	26-proof wine	2
4	40-proof port	3
5	80-proof liquor	6
6	160-proof brandy	12

After the sixth emptying, the flagon will not refill until the toast is again spoken, and the toast changes each time (always comprehensible only to the flagon's owner). The container is usable a maximum of three times per day. For the DM's convenience, a sampling of drinking toasts are provided below:

*May misfortune follow you the rest of your life,
And never catch up.*

*May the roof above you never fall in,
And those gathered beneath it never fall out.*

*May the saddest day of your future be no worse
Than the happiest day of your past.*

*May you be poor in misfortune, rich in blessings,
Slow to make enemies, and quick to make friends.*

*May you get all your wishes but one,
So you always have something to strive for.*

*May you have warm words on a cold evening,
A full moon on a dark night,
And a smooth road all the way to your door.*

*May you live as long as you want,
And never want as long as you live.*

*May your home always be too small
To hold all your friends.*

*'tis better to spend money
Like there's no tomorrow,
Than to spend tonight
Like there's no money.*

XP value: 750

GP value: 3,500

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Credit is also due to the now-defunct Living Greyhawk Sunndi triad (for the village of Intasinudur) and to Rich Franks (for the allip entry in his 1E conversion of DCC 7 *The Secret of Smuggler's Cove*).

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PRE-GENERATED PLAYER CHARACTERS (low-level)

RACE	CLASS	LEVEL	AL	STR	INT	WIS	DEX	CON	CHA	COM	HP	AC
Human (Oerid-Suel)	Cleric (Pelor)	3	LG	16	14	16	15	15	14	8	21	4/3
equipment:	chain mail; buckler; footman's mace											
Human (Oerid-Suel)	Fighter	3	LG	16	14	13	15	15	15	14	25	4/3
equipment:	chain mail; shield; long sword (specialized); hand axe; short composite bow; 12 arrows											
Human (Oerid-Suel)	Magic-user	3	N	14	17	15	14	15	15	12	13	10
equipment:	6 daggers (15 with toad familiar)											
Human (Oeridian)	Thief	4	N	15	14	14	17	13	16	16	18	5
equipment:	leather armor; long sword; short bow; 20 arrows											
Dwarf (hill)	Cleric/Fighter (Bleredd)	2/2	NG	14	14	15	11	17	10 (11)	5 (6)	21	5/4
equipment:	chain mail; buckler; hammer; hand axe; heavy crossbow; 20 bolts											
Elf (high)	Fighter/Magic-user	2/2	NG	16	15	14	15	14	16	17 (15)	12	4/3
equipment:	chain mail; buckler; long sword; spear; short composite bow (built for 16 STR); 12 arrows (built for 16 STR)											
Halfling (hairfoot)	Fighter/Thief	2/3	N	14	14	14	18	17	14	10	22	1
equipment:	chain mail; horseman's mace; 2 daggers; sling; 20 bullets											

PRE-GENERATED PLAYER CHARACTERS (mid-level)

RACE	CLASS	LEVEL	AL	STR	INT	WIS	DEX	CON	CHA	COM	HP	AC
Human (Oerid-Suel)	Cleric (Pelor)	7	LG	16	14	16	15	15	14	8	45	3/1
	magic items:	chain mail +1 ; shield +1 ; footman's mace +1 ; ring of feather falling ; cleric scroll (slow poison, death's door, neutralize poison; cast at 7th level)										
Human (Oerid-Suel)	Fighter	6	LG	17	14	14	15	15	15	14	46	3/1
	magic items:	chain mail +1 ; shield +1 ; long sword +1 (double specialized); necklace of adaptation										
Human (Oerid-Suel)	Magic-user	7	N	14	17	15	14	15	15	12	29	9
	magic items:	dagger +1, +2 vs. size S ; ring of protection +1 ; robe of useful items ; potion of invisibility ; MU scroll (dimension door, minor globe of invulnerability, wall of fire; cast at 7th level)										(31 with toad familiar)
Human (Oeridian)	Thief-Arobat	7	N	15	14	14	17	13	16	16	30	4
	magic items:	leather armor +1 ; long sword +1 ; dagger +1, +2 vs. size S ; cloak of elvenkind ; boots of elvenkind ; potion of gaseous form										
Dwarf (hill)	Cleric/Fighter (Bleredd)	6/5	NG	14	14	15	11	17	10 (11)	5 (6)	52	4/3
	magic items:	chain mail +1 ; footman's mace +1 ; 15 heavy bolts +2										
Elf (high)	Fighter/Magic-user	5/5	NG	16	15	14	15	14	16	17 (15)	27	3/2
	magic items:	chain mail +1 ; short sword +1 ; dagger +1, +2 vs. size S ; ring of protection +1 ; potion of diminution ; MU scroll (comprehend languages, jump, telekinesis; cast at 10th level, 25% spell failure)										
Halfling (hairfoot)	Fighter/Thief	4/6	N	14	14	14	18	17	14	10	41	3
	magic items:	leather armor +1 ; short sword +1 ; dagger of venom ; potion of polymorph										